

THE PLAYER'S GUIDE TO NINTENDO 64 GAMING

Q64

ACTIVISION'S

Disney • PIXAR

TOY STORY 2



Display until March 2, 2000
\$9.99 USA \$10.99 CANADA



SPECIAL HOLIDAY ISSUE!

NOTHING IS SAFE.



CHECK OUT BATTLETANK™ ON



© 1998 Nintendo. All Rights Reserved. 3D, Game Boy, Game Boy Color, and the Game Boy logo are trademarks or registered trademarks of Nintendo in the U.S. and other countries. Nintendo Game Boy and the "N" logo are trademarks or registered trademarks of Nintendo in the U.S. and other countries. All other trademarks are the property of their respective owners. Nintendo Game Boy Color is a registered trademark of Nintendo. All other trademarks are the property of their respective owners.



BATTLE TANKX™

GLOBAL ASSAULT™

Fight for the Future!

9 new, destructive tank models • a grand total of 12 tanks to toast every town



Furious 4-player head-to-head combat on foreign and domestic soil



More insane weapons to blow-up 24 new international landscapes



8 new ruthless gangst join the ranks or run them down with a tank

3DO™

www.3do.com



**When they come to take
your computer away, to stop
you from hacking all the
secret codes and strategies
that run the gaming world,
make sure you carry on like
a crazed-blood-thirsty-
maniac so that maybe you
have a chance to disappear
into China or something
before they find out the
computer
didn't have a damn thing to
do with it.**



Suddenly, you know too much.

Eventually they will come. But remember this: they're run by bureaucracy and red tape which causes them to exhibit a tremendous amount of stupidity and tunnel vision when they arrive. They'll never suspect that a simple modem and keyboard these plug into your Nintendo 64 game system could allow you to go online, hack into all the codes and strategies that run the gaming world and e-mail them to your friends. Of course, there's one other small thing to remember. They've got nothing better to do than hurt you down for the rest of your life.

SHARKWIRE™ ONLINE



TRST DATA

The top selling games across the country.

Toy Story 2 is one cool game. Check it out.
10-13

COVER STORY

Sharkwire!!!
Get the "hookup"
on Interact's newest
MS-4 peripheral.
16-19

EXCLUSIVE

Warms: Armageddon
Brunswick Bowling
Battlezone 64
EPGA Tour Golf
Ridge Racer 64
Starcraft 64
Tony Hawk Pro Skater
Excitebike 64

FUTURE PLAY

BattleBanc Global Assault
 Wrecking Cover Operations
 WWF: WrestleMania 2000
 Earthworm Jim 3D
 Ready to Rumble: Boxing
 El Force Gemini
 Destruction Derby 64
 NBA Jam 2000
 NBA Live 2000
 Chef's Luv Shock
 Manapal
 Roadsters
 Turbo: Rage Wars
 Rayman 2
 Hal Wheels Turbo Racing
 Rocket
 Asteroids Hyper 64
 Knockout Kings 2000
 Paperboy 3D
 Madden NFL 2000
 NFL Quarterback Club 2000
 NASCAR 2000
 NBA Showtime: NBA on NBC
 Space Cross 2000
 Space Invaders
 WCW: Mayhem
 Vigilante 2: 2nd Offense
 26-107

JUDGEMENT

Gaming on the go. Ten new Color Gameboy games to entertain the mind.

COLOR GAMEBOY

Cheats, Spoilers, Codes. Whatever you want to call 'em — we got 'em.

BACKDOOR

10-115

This holiday season may mark the beginning of the end for the Nintendo 64, but if this IS the last hurrah, the system is going out with a bang! Never before have so many good games been released within such a short period of time. Basically, software publishers view the 4th quarter (the time period between October 1 and December 31) as the "make or break" time for their game sales. Why? The holidays, of course. Every kid has a wish-list of games the length of his/her arm that they would like to receive during the gift-giving season, and software companies make sure that their games are available during this time of year, just for that reason. Of course, it could be argued that a good game (or a hot license) will sell no matter what time of year it's released. After all, *Pokemon Snap* was released in July (this falls under the "license" category), and it's selling just as well as it would had the game been released during the 4th quarter.

However, with this glutton of released games comes the chance (and likelihood) that a good game can get overlooked by the consumers. It shouldn't be a surprise to anyone that you don't get everything you ask for, so when little Johnny requests five games (that he perceives as being "tight") for Christmas and receives one or two, then that means that 3 or 4 games were NOT purchased. When all the holiday purchasing is over and the dust has settled, a lot of game companies are left wondering why their big "hit" titles didn't sell. It's the same every year — too much competition. If some of those games were released in the Spring or Summer time, when just a smattering of games are actually released, then they would have a much better chance of success.

Why the lean in video games sales trends, you ask? Simple — after you have had your holiday experience, be sure to go back to this issue of Q64 and remind yourself of all of the good games that are available. We've got more than 25 game reviews in this issue, including some of the best games yet to appear for the N64 — *Rayman 2*, *WWF WrestleMania 2000*, *Madden 2000*, *Winback, Racket*, *Jet Force Gemini*, and *BattleTux* Global Absolut. And, of course, be sure and check out our Future Play section, where you'll get the straight scoop on the hottest games for the first part of 2000 — games like *Battlezone 64*, *Tony Hawk Pro Skater*, *Ridge Racer 64*, *Warms: Armageddon*, and more. We didn't forget about you gamers-on-the-go, either, as you will find ten game features in our Game Boy Color section, including *Croc*, *Test Drive 6*, *Vegas Games*, and *Army Men*, among others.

— Enjoy the holidays and we'll see you again when the snow starts to melt — March 11

ERIC

ERIC WINDING PRODUCER **TIM LINDQUIST** ASSISTANT DESIGNER **DAVID SILVERA**
ANDREW PHILLIPS EDITOR **MARK ANDROVICH** DESIGNER **ADAM PAVLACKA**
AVE WHITTLE EDITOR **DARIEN ALLEN** EDITOR **DILLION** EDITOR **DUNCAN HANOVER**
MARK P. WINDING OPERATIONS MANAGER **SUSAN OLSEN-WINDING**
MICHAEL A. GERARDO ASSOCIATES DIGITAL FINANCING **IMAGITECH**
DAVID JON WINDING ASSOCIATE PUBLISHER **GREG OFF**

E-MAIL: dre@monkey.net

[illegible]

NUCLEAR STRIKE 64

First Time
Ever On
N64!

TOP SECRET



CONFIDENTIAL STRIKE FILES

- Control more than 10 different attack vehicles on ground, sea and air, including Apache Choppers, Abrams Tanks, Warthog Fighters, Harrier Jets, Hovercrafts and more!
- Smart Battlefields- AI reacts to player's behavior!
- Lightning fast gameplay and insanely populated environments!
- Incredible real-time light sourcing for realistic explosions, terrain and shockwaves!
- "...detailed ground environments with almost photo-realistic textures."

-IGN.com



www.thq.com

Available this Winter

Nuclear Strike © 1997 - 1999 Electronic Arts. Nuclear Strike, Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Nuclear Strike 64 is published and distributed by THQ Inc. under exclusive license by Electronic Arts. THQ and the THQ logo are trademarks of THQ Inc. All rights reserved. Nintendo, The Official Seal, Nintendo 64 and the 64-bit logo are trademarks and registered trademarks of Nintendo of America Inc.

NINTENDO 64



TOP 10 TRST

BEST SELLING NINTENDO 64 TITLES

OCTOBER, 1999

Nintendo's
Pokemon Snap



1

last month **1**
average retail price
\$50

7

3DO's
Army Men: Sarge's Heroes



2

last month **2**
average retail price
\$60

8

Nintendo's
Jet Force Gemini



3

last month **3**
average retail price
\$40

8

EA's
WCW Mayhem



4

last month **5**
average retail price
\$50

7

Midway's
Gauntlet Legends



5

last month **8**
average retail price
\$40

9

Nintendo's
Super Smash Brothers



6

last month **7**
average retail price
\$40

9

EA's
Madden NFL 2000



7

last month **9**
average retail price
\$51

9

Nintendo's
Zelda



8

last month **6**
average retail price
\$60

9

Midway's
NFL Blitz 2000



9

last month ******
average retail price
\$51

9

Nintendo's
Goldeneye 007



10

last month **10**
average retail price
\$40

9

Source: NPD TRST's Video Games Tracking Service • 9,100 outlets across the U.S.
900 West Shore Road, Port Washington, NY 11060
(516) 625-2294

** Not in Top 10 Last Month

The ratings reflected above are those of *Demotric Publishing* and do not represent the opinions of NPD TRST's

EARTHWORM JIM 3



FIGHTING TO SAVE THE WORLD, THE UNIVERSE, HIS OWN MIND!





TOY STORY 2

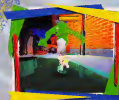
THE TOYS ARE BACK IN TOWN!

I need to start this review by telling you that I am a HUGE Toy Story/Pixar fan. I consider "A Bug's Life" and the original "Toy Story" to be two of the greatest movies of all time — animated or otherwise. I have also enjoyed the games that have resulted from these movies, in varying degrees. For those of you that don't know, Traveler's Tales has been the developer of record for all video games related to these two groundbreaking films, on all platforms. Toy Story for the Genesis, SNES and PC was an unqualified success. In fact, it was the first game to take advantage of workstation-style animation on the Genesis. A Bug's Life on the PlayStation was a great game, made even better by the cut scenes from the movie that tied everything together. Unfortunately, the N64 version of the game did

not have these scenes and it featured a slow frame rate, which resulted in sloppy control.

GAMEPLAY

That being said, Toy Story 2 is built around the same engine as A Bug's Life. Fortunately, while far from perfect, Toy Story 2 doesn't suffer, to the same degree, from the problems that plagued TT's previous N64 effort. Toy Story 2 follows the adventures of Buzz Lightyear, Hamm, Mr. Potato Head, Slinky Dog and Rex as they venture outside of Andy's house to rescue Woody, who has been stolen by an unsavory toy store owner. As the player, you are in control of Buzz and the many moves and weapons at his disposal. His basic moves include: jumping, climbing, "falling with style" (using Buzz's wings while jumping to get a little extra air and distance), firing his

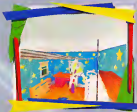


laser, a stomp move, a spin attack, the ability to push objects, the ability to manually control the camera and a first-person shooting mode. In addition, there are a number of power-ups that are activated by finding Patato Head's missing body part in a level. These include: the Space Ranger Rocket Boots (they temporarily allow Buzz to travel at much greater speeds), the Space Ranger Grappling Hook (Buzz can fire this to access much higher areas in the "Alleys and Gullies" and the elevator level later in the game), the Space Ranger Hover Boots (the Hover Boots allow Buzz to fly up to the highest locations in the "Al's Toy Barn" level), a shield and a power disc weapon.

Buzz must fight off all of the evil toys while leading the boys on their search for Woody. In addition, you must find 5 Pizza Planet Tokens in every non-boss level. There are 15 levels in all, 10 of which have PP tokens, for a total of 50 tokens. Early on, you only need to find a few tokens to begin opening up successive levels. Eventually, however, you will need to snag a higher percentage to continue moving through the game. Each level features a token that you will receive for winning some sort of race, one that you get by solving a puzzle, one for defeating an in-level mini-boss, one for finding five missing toys, chicks, or other items and bringing them back to whomever lost them, and the last token is awarded for finding 50 coins and bringing them back to Hamm.

Speaking of your buddies: each of them has a role to fill within the gameplay. Rex serves as the keeper of all knowledge. Just find him in a level and he will give you hints on how to find all 5 PP tokens. Slinky Dog will challenge Buzz to a race from time to time, or ask you to negotiate a tight track, etc. Then, there are Patato Head and Hamm, who's roles have already been defined.

Everything works great until you get to the end of the game, then you are in for a let-down. Since the game doesn't require that you collect all 50 Pizza Planet tokens to beat it, you would think that there would be some bonus for



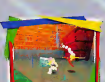


collecting them all... wrang! You get absolutely ZERO, nada, zilch, bubkus. I can't tell you how disappointing this was. Particularly after fighting the final boss in the game, which is a collection of three of the last mini-bosses that you see. It was a painfully easy bottle and then, POOF!, game over. At least, in the PlayStation version, you receive some cut scenes from the movie when you beat a boss. The N64 game has been stripped of these, so N64 owners get less than zero. When are video game companies going to figure out that you need to reward the player handsomely for a job well done? I have absolutely no complaints about the gameplay over the 15 levels, other than the ease with which you can dispatch the bosses.

The level design is excellent, the gameplay and control are solid and it's just pure fun playing from the miniaturized perspective of a toy — not to mention that you are playing as the coolest toy of all time. But the ending lets you know that the game had hit its deadline and was simply stopped to get it out on time.

GRAPHICS

While I prefer the brighter, more colorful and faster play environments that are found in the PlayStation version of the game, the N64 game, while not at a standard of excellence with a Banja-Kazaaie or DK64, features graphics that are attractive, if a little on the fuzzy side. The camera can be manipulated with ease, which is a good thing since, if left on its own, it has a hard time keeping up with Buzz as you move him around a level. You never question that you are in control of Buzz Lightyear and it is obvious that TT and Disney Interactive have spent a lot of time making sure that Buzz looked just right. My main complaint, graphically, and this applies to many other N64 games and A Bug's Life, is





that the colors are flat and make it really hard for your eyes/brain to establish any kind of depth perception. This can have an effect on gameplay, particularly when you are attempting a long jump to a pole or rod and you are trying to gauge when to pull out of the jump. Many times, you will find that you have misjudged the jump, simply because the shadows and change in level of detail weren't present.

SOUND

The music in *Toy Story 2* is absolutely fantastic and among the best to be found on the N64. There is a lot of variety from level to level and all selections are consistent with the theme of the game. There is also a good amount of voice, all sampled from the movie.

CONCEPT

The developers have done a great job of designing a gameplay environment that takes advantage of the license, and have given the game enough depth to make it a fairly unique experience. This is mainly because of the level design and not a result of any great enemy or boss AI. It is one of the better movie games that has been done to this point in time and the idea of playing in the real-world from a toy's perspective, while certainly not the brainchild of TT or Activision (the game's publisher), is compelling and interesting.

SHELF LIFE

There is no two-player game and beating the game will probably take the average player about 10-15 hours, including collecting all 50 Pizza Planet Tokens. So, I can't really say that the game has an incredibly long shelf life. It is, however, still fun to go back and play after you have beaten it... so it scores a few points there.

CONCLUSION

While not an instant classic, *Toy Story 2* is a very entertaining game that is tarnished only by its bad, bad ending. It will appeal to all ages in your household and has action/platform gameplay that is unique and fairly challenging. While it certainly won't challenge the mighty DK64 for consumers' hearts and wallets, it is a solid, entertaining game that does the license justice and that will satisfy even the most ardent *Toy Story* fan.

Dave

THE GA SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	7	8	7	6
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			



[illegible][illegible][illegible]



TUCOK WARS

Since time began, the Light Burden has contained the power of creation. The power of good. And evil. Now, fierce war rages for control of this power. Step into the fight of your life. Battle in the ultimate primeval multi-player bloodmatch. And prove yourself worthy to wield the Light Burden! Four can play. Only one can win. Will you survive the Rage Wars?



HEART-POUNGING DEATHMATCHES
36 multi-player levels designed for maximum combat intensity!



8 SAVAGE GAME MODES
Cooperative Action-Based Play,
Team Bloodlust, Frag Tag!



10 LETHAL WEAPONS. 17 DEADLY POWERS
Emulator, Ghost Hunter, War Drum!
Invisibility, Stone Skin, Force Empathy!



BATTLE ALONGSIDE A FEROCIOUS BOT!
Create your own computer-controlled character to join you in action!



Get online...
with your
N64!

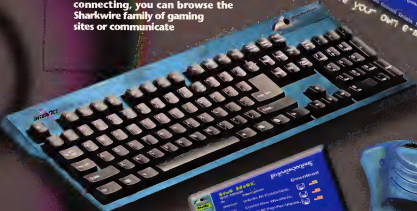
SHARKWIRE™ O N L I N E

In recent years, the Internet has become an integral part of everyone's life. Even if you haven't yet connected to the "net", you have surely seen all of the WWW.COM advertisements that blanket our world. From television ads to print ads it seems as if everyone and their brother has a web site, and that is part of the problem. Wouldn't it be great if you could connect to a "gamer's" Internet? Something that only has the latest and greatest gaming info? Well, that's the promise behind Interact's new Sharkwire online.

Based on GameShark technology, the Sharkwire is a hardware modem that connects to your N64 via the cartridge slot. A keyboard adapter allows you to connect a standard PS/2 PC keyboard to the N64 and the controller will act as your mouse. Once everything is plugged in, you connect a phone wire to the Sharkwire modem and turn on the N64. The modem will automatically dial the Sharkwire service and connect. After connecting, you can browse the Sharkwire family of gaming sites or communicate



Have your own e-mail address!



Download game saves!



via email with anyone on the Internet.

At only 14.4k, the Sharkwire modem can't compete with a PC modem (which is typically running at 56k). Interact chose the slower modem in order to keep costs down. Because the Sharkwire family of sites have been optimized for the 14.4k modem, the system won't feel any slower than a standard PC accessing the World Wide Web.

The sites available via the Sharkwire connection have all been approved by Interact and are guaranteed family friendly. According to Randy Gordon, director of marketing at Interact, the company decided to limit the Sharkwire to a set number of sites in order to control the content. This way parents wouldn't have to worry about the content.

"Parents can walk away from their kids surfing on Sharkwire on-line and know that they are safe. They're not two clicks away from 'hotbabes.com'," Gordon said. "Seventy percent of the information is gaming content focused."

As it stands, the Sharkwire looks to be an interesting product, but only time will tell as to the viability of the system. Because the Sharkwire is a closed system — only the e-mail connects to the outside world — it is likely that older gamers will not be interested in the Sharkwire. And, while it is a great starter system, after using the



Get new codes instantly!

Sharkwire for awhile, it is hard to not get curious about the rest of the Internet.

Part of the reason the Sharkwire system is closed, is due to the target market, Gordon said. With the majority of expected users aged between 7 and 14 years old, Interact wanted to keep the system simple and easy to use. "We're creating an Internet on training wheels", Gordon said.

Interact has partnered with companies such as Gamepro, Gameproworld.com, Prima, Tips and Tricks, Indite.com, Eidos, Fox interactive, Capcom, Jones Soda, Airwalk, G-Shock, Arnette Sunglasses, Hoop it Up 3 on 3, UPN and Wrestlesite.com to provide content for the Sharkwire network. Interact's own Dex Drive and GameShark sites will be available through the system.

Typical content on the Sharkwire system will consist of game reviews and previews, game codes, strategy guides, insider information straight from participating game companies, and more. Non-gaming sections of the site will cover such topics as movie and music reviews, skateboarding and wrestling. Users will be able to browse the Sharkwire system in much the same

way that a PC user browses the World Wide Web. The different sections of the site are connected by links. Whenever you click on a link, you move to the corresponding section of the site.

Although the majority of the site is information based — you will not be able to use the Sharkwire to play games on-line — you will be able to download GameShark code updates and Dex Drive save files from the system. The GameShark updates allow you to snag the codes directly from the site, save them to a memory card and then upload them to your GameShark. This way you won't have to spend time entering the codes in by hand. The Dex Drive save files can be downloaded directly to your memory card. You won't even need a Dex Drive to access this feature.

Steve Pearson, general manager of Interact e-Business and all around Sharkwire technical support guru, told us that the system will also allow you to e-mail your saves to a friend. This way you can show off a high score or trade data in games like NFL Blitz — which allow you to create

Speak up: Diablo

SHARKWIRE
ONLINE

Subject	By	Date	Replies
no subject	redlord	5/24/99	0
Hindown Race	redlord	5/24/99	0
@m school n's	forjort	5/26/99	2
forward			
Kamala Park	elicia	5/29/99	0
@Tampabay	manybot	5/31/99	2
@K.L. school	ledecks	6/01/99	1
@Tuck's couch	elidicks	6/10/99	0

Browse the message boards!

your own plays. E-mail messages can be saved onto a memory card for safe-keeping.

In addition to browsing the Sharkwire sites and communicating via e-mail, users will be able to join in on discussion forums. These forums will run the gamut from specific game discussion to general topics. By joining in on a forum, you will be able to post your thoughts for everyone else to see.

At a price of \$79.95 for the hardware bundle (modem and keyboard) and \$9.95 per month for the service, the Sharkwire system is a little more expensive than your average game cartridge, but it is also




From the creators of GameShark

SHARKWIRE™

ONLINE

The only add-on system for your Nintendo® 64 that lets you enter a private gaming universe!

Call or write through your Nintendo® 64. Your name is Sharkwire.com

Exclusive Access To An Exciting Gaming Universe Through Your Nintendo® 64

Send and Receive E-mail Through a PC

Post and Download Game Saves and GameShark® Codes

Join Skippers and Run For Your Favorite Games

Keep Up With The Latest Gaming News

Participate In Discussion Groups

Access Sports and Entertainment News





Surf the web on your TV!

much cheaper than standard net access.

Internet service is provided by GTE Internetworking, which has local coverage in more than 95 percent of the country, Gordon said. The Sharkwire service must be activated by a credit card, and the modem cannot connect to the system until it has been approved by a parent. Because the service is a flat-rate fee, there is no time limit on usage.

Interact has some exciting plans for the future of the Sharkwire service, including an on-line store and electronic allowances. Although nothing is certain, Interact has expressed interest in allowing parents to set up an electronic allowance. Parents would simply instruct Interact to charge a certain amount to their credit card each month. This allowance money would be put into a secure account accessible by the Sharkwire system. The Sharkwire user would be able to check on their account balance at any time. When they had enough money saved up they could use the funds to purchase gaming

equipment from an on-line store through the Sharkwire system.

The idea of the electronic allowance is fairly radical, but if it comes to fruition it could be one of the coolest things to happen in a long time. It would encourage kids to save, as well as making it easy to snag the latest and greatest gaming goods. When you're only 8 years old, it is kinda hard to just borrow the car for a quick run to the local games shop.

The Sharkwire system will go on sale in Dallas, Minneapolis and Atlanta right after Thanksgiving. Residents of those three cities will get to purchase and use the Sharkwire system before anyone else in the country. If all goes well with the initial rollout in the three test cities, the system will go on sale, nationwide, on January 1, 2000. Here at Q64, we can't wait to check out the final system. While modem add-ons have had limited success in the past (X-Band for SNES and Genesis, NetLink for Saturn), the Sharkwire has a chance to be different. Here's hoping the product is as cool as Interact promises.

ADAM

FUTURE PLAY

WORMS ARMAGEDDON



PUBLISHER
HYPOGAMES
DEVELOPER
HYPOGAMES
PLAYERS
1-4

AVAILABLE
APRIL
GENRE

ACTION/STRAT.

Worms, the hit computer action/strategy game, is getting ready to make its debut on the Nintendo 64 in a title dubbed Worms Armageddon.

Worms (for short) is a turn-based game where teams battle on randomly generated landscapes that are as clever as they are bizarre. You receive a set amount of time in which to make your move with your army of goofy worms before the computer automatically changes sides to let the other team make their move. Generally speaking, you'll have plenty of time to think about your next move, so you'll be able to think of some interesting ways to use the dozens and dozens of various weapons at your disposal. What makes worms more than just a turn-based strategy game, however, is the fact

that the game is just littered with humor. The worms have tons of different sound f/x they make when getting blown up (or launching their weapon), and they even have multiple types of expressions. Because of the random nature of the battle fields, no two games of Worms: Armageddon will ever be the same. Lastly, there's a create-a-battlefield mode that lets you design your own battle scenario, so there really are no limits to the number of different landscapes that are playable in Worms! Check out more on this cool title in the next issue of Q64.



BRUNSWICK PRO CIRCUIT BOWLING

PUBLISHER
THQ
DEVELOPER
POINT OF VIEW
PLAYERS
1-4

AVAILABLE
DECEMBER
GENRE

SPORTS



The Nintendo 64 finally gets its first "real" bowling simulation, as THQ and developer Point of View collaborate to bring "Brunswick Circuit Pro Bowling" to the N64. Bowling simulations have, historically, always been the kind

of games that are easy to get into, but hard to master — just like a good puzzle game! The game features tons of realistic play selections, like 15 different real-life bowling "alleys", lanes with different oil patterns, and a bunch of gameplay modes.

Some of these modes include the Skins Game, Tournament, Career, Practice, Exhibition, and the always hip Cosmic Bowl. Brunswick also includes 7 real professional bowlers, and you can create your own bowler, using such specific attributes like skill level, shirt and pants pattern, face



type, hair color, and more. The career mode is chock full of gameplay choices, too, as you work your way up the ranks of the tour and try to earn the most prize money. The career mode has a great stats data base, as it keeps track of all sorts of things, including earnings, tourneys won, TV appearances, average, high game, and strike percentage, just to name a few. If you've been looking for a good bowling game for your system, then THQ has delivered one for you!



BATTLEZONE 64

PUBLISHER
GRAVE
DEVELOPER
CLIMAX
PLAYERS
1-4
AVAILABLE
FEBRUARY
GENRE
ACTION/STRAT.

The hit PC action/strategy game, *Battlezone*, should be one of the biggest hits of the first half of 2000, and here's a sampling of reasons why: the storyline, the gameplay, the strategy, and the depth. Here's the story...

The year is 1962. Both the Americans and Soviets are in a race to harvest alien remnants from the moon. These remnants are made of "bio-metal," an intelligent alloy that can be transformed into new structures and vehicles. Each side is utilizing the alien technology to build advanced weapons. Equipped for battle, both factions will attempt to escalate the Cold War and engage in armed conflict from which only one can emerge as the victor. Cool!

Battlezone 64 offers three action-packed modes of play: **Arcade Mode** — this mode puts you in the cockpit of a hover-tank and allows you to compete for top scores by destroying the most enemies, **Pilot Mode** — as a member of an elite squad of hover-tanks following specific mission orders from your commander, and **Commander Mode** — in this full strategic mode, you will direct all tactics from resource management to commanding troops and constructing units. There's loads of variety with 14 distinct tank units, over 30 different weapon types, numerous power-ups and action across all seven of the battle-stricken planets.

Of course, *Battlezone 64* includes multi-player modes featuring **Death Match**, **Capture The Flag**, **Arena Battle** and more for up to 4 players.

EPGA TOUR GOLF

PUBLISHER
INFOGRAMES
DEVELOPER
GREMLIN
PLAYERS
1-4
AVAILABLE
FEBRUARY
GENRE
SPORTS

There haven't been too many games of the golfing variety released for the Nintendo 64. In fact, you could count them on one hand!

Infogrames and developer Gremlin have decided to add to the short list, however, as European PGA Tour Golf marks the next entry into the genre and the first to have an official European PGA license.

EPGA, as it's being hailed, is stuffed with a laundry list of gameplay modes and options, as well as half a

dozen courses and 64 professional golfers. Some of the big names in golfing include Nick Faldo, Colin Montgomerie (Monty!), Ian Woosnam, Jose Maria Olazabal, and the next challenger to Tiger's throne, Sergio Garcia. The good news is that they're all in here — the bad news

is that you won't find any of the American stars (Tiger, Fred Couples, David Duval, etc.) in the game, but then that's probably why the game's called EUROPEAN PGA Tour Golf. Duh! The two most recent golf games (Mario Golf & CyberTiger) have centered more on arcade-type gameplay, but EPGA is purely on the sim-side of things. There are 8 official tournaments to play in, ranging from courses in Sweden to Portugal.

Check out our complete review of *EPGA Tour Golf* in the Spring issue of Q64 (on-sale March 1, 2000).

RIDGE RACER 64



Ridge Racer 64 is essentially a carbon copy of the first two Ridge Racer games, with three additional, N64 exclusive, tracks thrown in for good measure. The visuals on some of the tracks have been changed — the first Ridge Racer Revolution track now takes place in a northwestern forest instead of a tropical island — but the tracks themselves have remained the same. Up to four players can race

simultaneously, via a split screen. Although the version of the game that we saw got a bit choppy with four players on screen, it was displaying a solid 30 fps or better in both the one and two player modes. The rumble pack is supported, giving players a solid jolt every time the car slams into the wall, or an opponent. Ridge Racer 64 will feature a brand new soundtrack specifically designed for the game. The classic Ridge Racer announcer will also return, thanks to the magic of digital sampling.

The biggest difference between Ridge Racer 64 and the original PlayStation version of the game has to do with the quality of the visuals. The scenery zooms in nicely, and there is nary a sign of pop-up or fog.



PUBLISHER

NINTENDO

DEVELOPER

NINTENDO

PLAYERS

1-4

AVAILABLE

FEBRUARY

GENRE

DRIVING



STARCRRAFT 64

PUBLISHER

NINTENDO

DEVELOPER

BLIZZARD ENTERTAINMENT

PLAYERS

1-2

AVAILABLE

JANUARY

GENRE

REAL TIME STRATEGY



Since Starcraft first hit the PC, gamers everywhere went crazy for it. Knowing a hit when they saw one, Nintendo purchased the exclusive console rights to Starcraft. In development for over a year, Starcraft 64 shares plenty of features with its PC brethren. If you haven't yet heard of Starcraft, it is a real time strategy game set sometime in the far future. Man has colonized other planets and the colonists have started warring amongst themselves.

Unfortunately for the colonists, they seem to have fallen into the middle of a separate conflict between two alien species — the Protoss and the Zerg. With no help coming from earth, the colonists are forced to choose sides in the three way fight. Of note is the fact that all of the

missions from the original Starcraft and the Brood War expansion pack have been included in the game. However, because of the lower resolution, it is difficult to recognize some units by sight alone. Other minor issues with the Nintendo 64 version are the lack of video and voice (Starcraft 64 uses still images and text) in the game. A two player competitive mode is here, but only time will tell if the split-screen view makes the two player mode pointless.



TONY HAWK'S PRO SKATER

PUBLISHER
ACTIVISION
DEVELOPER
EDGE OF REALITY
PLAYERS
1-2
AVAILABLE
MARCH
GENRE
SPORTS

The biggest, baddest, wildest skate boarding game to ever hit the PlayStation will soon find its way to the Nintendo 64. Tony Hawk's Pro Skater is the name of the game, and tricks and stunts are just the beginning of a title that includes 10 real-life pro skaters. There are 10 realistic courses, including skate parks, pool parks, downhill courses and half-pipes, plus street courses, such as a school, a downtown area and a shopping mall. All of the courses are littered with secret areas, shortcuts, ramps and interactive objects, allowing players to trick off of just about everything they can see or touch. The career mode gives you the opportunity to enter competitions where you'll need to out perform the other

guys, trying to make your way up the ladder and become the number one ranked skater. The combo system is very intuitive, allowing newcomers to the sport to pull off cool moves right away, while at the same time giving more advanced gamers all they can handle with some of the more sick tricks. Just about anyone that has seen or played the PlayStation version is looking forward to Tony Hawk on the N64, and you can include the guys at G64! Check us out next time when we put TH's Pro Skater through the paces!

EXCITEBIKE 64

PUBLISHER
NINTENDO
DEVELOPER
LEFT FIELD
PLAYERS
1-4
AVAILABLE
FEBRUARY
GENRE
RACING


Due out in early 2000, Excitebike 64 looks to be one impressive game. Currently, the game will feature three different bike classes, twelve

tracks, a four player mode, a create-a-rider mode, a track editor, rumble and expansion pak support. The in-game riders will be fictional, but with the create-a-rider mode you can easily import your favorite motocross champion into the game. Even in its early

stage, the play control on Excitebike 64 is extremely tight. Driving around on a nimble bike is much different than lumbering around a track in a powerful car. Players who simply open up the throttle will find themselves losing more often than

not. In order to win a race, skillful use of the broke is a necessity. In addition to pure racing, players will also be able to perform tricks on the track. Over 30 different tricks are planned for the game. Although their final impact on gameplay is unknown at this point, some of the tricks look pretty darn impressive. The track editor is easily the coolest feature, with the potential to really open up the game. Budding game developers will be able to design their own levels and then save them to a controller pak to trade with friends.

Know the Difference.



This is Rayman®, star of the massive 3D action-adventure, Rayman® 2 The Great Escape. Beware of cheap imitations! Only Rayman can save all. Only he can battle the invaders, ride the rocket, hurl fireballs, fly, surf, ski, climb, slide, and more. A world this troubled needs Rayman. So, beware of imposters!



www.rayman2.com



Rayman Consumer Test #86



A. Rayman 2: The Great Escape



B. Ray: The Great

1. _____

"...the most detailed and lush game on the N64 ever."

—EGM

2. _____

"...a magnificent, challenging game..."

—GamePro

3. _____

"...an instant entry for game of the year."

—Gamers Republic

4. _____

"Truly inspired design."

—Nintendo Power

1.A;2.A;3.A;4.A



Rayman©1998 Ubi Soft, Inc. Ubi Soft is a trademark of Ubi Soft, Inc. Rayman, Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. ©1998 Nintendo of America Inc. Licensed by Nintendo. These screen shots were taken from the Nintendo 64 video game system.



BattleTanx: Global Assault

"A Smaashing
Good Time"

Earlier this year, the 3DO company released BattleTanx, which I praised (in my review) as one of the most fun and addicting games available for the Nintendo 64. The game (because of my glowing review, no doubt) soon became a favorite amongst N64 owners, and even those that didn't own a system grew interested in the game. I can recall many people stopping by my desk and telling me that they had heard good things about BattleTanx, and that, even though they didn't own the system, they would have to get one so they could play it! When a game strikes that kind-of chord with game players, you know that something has been done right. And, what 3DO did right was to provide BattleTanx with good old-fashioned gameplay. Fast forward 7-8 months, and 3DO has reached the sequel to their smash hit, called BattleTanx: Global Assault.

GAMEPLAY

This section is aptly named for BattleTanx: Global Assault (BTGA), because the strength of this title is in the gameplay! But, before I get too heavily into the game's specific options and play modes, let me think a little background info may serve you newbies well!



BTGA takes up a few years after the end of the original game (where you saved your wife, and temporarily restored peace to the nation after an apocalyptic event wiped out 99.9% of the female population). You and your squeeze, Madison, got hitched and now have a little guy named Brandon. You awake from a dream one night to realize that there is an evil power out there that's about to do you some harm. The Evil Queenlord (possibly a step-Queenlord...they're always meaner than plain ol' Queenlords) Cassandra, is out to stop you and Madison from achieving your da-gooder goals. The evil Queenlord snags little Brandon and then wants to eliminate the two of you — she must be stopped, or the world (what's left of it) will become even more of a wasteland. Or — something to that effect. The bottom line is that it's up to you and your sparse tribe of Griffins (the name of your "gang") to hunt down this psycho-woman, get your kid back (and, no, he's not a goat), and save the world, again. There. Did I forget anything? Probably, but just like with the original BattleTanx, it's all about the gameplay. Anything else, be it storyline, graphics, or sound t/x, all





play second-hiddle to the intuitive controls, lightning fast play, and edge-of-your-seat excitement that is the world of BTGA. After playing the first five or six levels of BTGA, I had thoughts that the game was simply more of the same (which, in this case, is a good thing), but with a few new power-ups added to the mix. Boy, was I ever wrong! After shoking the cobwebs loose in the ol' noodle, I realized that the level design and basic architecture of the game had changed greatly! First of all, there were no more of the "bonus" levels. These were simple little Goliath-on-rails levels were you just blasted away at oncoming "bad guys" until they eventually overwhelmed you. The more points you scored on this exercise, the more extra tanks (or lives) you would earn. This system of increasing your arsenal has been completely eliminated, and in its place is a new monetary system called "Tank Bucks." You find Tank Bucks

around the playfield, just like you do the other power-ups. When found, these points immediately get added to your account. After you lose a tank, you can select another tank, based on how far you are into the game and how many Tank Bucks you have. Five bucks get you a basic Matotank or Inferno — they're quick (especially the Matotank), but their armor isn't so hot, so they blow up real quick-like. Eventually, if you get far enough (there are 18 levels), you will be able to choose from any of the 11 different tanks, providing you have the cash to buy it. The coolest thing about this feature is that you HAVE to buy different tanks at different stages of the game, otherwise you don't stand a chance. For instance, when you first start off one level, your game plan might be to use the Matotank to quickly take out all of the enemy tank generators (the things that keep pumping out the bad guys' tanks),

and then sturry about doing as much damage to the buildings as possible before you get destroyed. You know that tank won't last long, so you just want to try and take out a few objectives with it, and then pick a stronger tank for "round 2," and let the big guy clean up the mess!

The second thing I noticed was that each of the levels is distinctly (pretty much) different. Last year, BT had basically only three types of levels, each slightly modified to make it appear different. Not so with BTGA, as all of the levels are unique, and once you get past the first two "baby" levels, you will need some hefty strategy if you want to be successful. And, that's the beauty of BattleTankz, as you will find that each level is almost like a game within itself. On the Normal difficulty (the default, Easy, is really Easy) setting, the game becomes very challenging, and requires



JUDGEMENT 64



Victory	
Score	15,000
Time	1:00
Enemies	10
Items	10
Power	10
Health	10
Energy	10
Speed	10
Strength	10
Agility	10
Stamina	10
Intelligence	10
Charisma	10
Leadership	10
Endurance	10
Resilience	10
Adaptability	10
Flexibility	10
Perseverance	10
Determination	10
Focus	10
Concentration	10
Attention	10
Alertness	10
Awareness	10
Observation	10
Insight	10
Intuition	10
Sense	10
Feeling	10
Emotion	10
Mood	10
Temperament	10
Disposition	10
Character	10
Personality	10
Identity	10
Self	10
Soul	10
Heart	10
Mind	10
Body	10
Spirit	10
Life	10
Death	10
Rebirth	10
Transformation	10
Evolution	10
Progress	10
Growth	10
Development	10
Improvement	10
Perfection	10
Completion	10
Finality	10
Conclusion	10
End	10
Beginning	10
Start	10
Origin	10
Source	10
Root	10
Base	10
Foundation	10
Structure	10
Framework	10
System	10
Method	10
Technique	10
Art	10
Science	10
Technology	10
Innovation	10
Discovery	10
Research	10
Experiment	10
Analysis	10
Synthesis	10
Integration	10
Interconnection	10
Interdependence	10
Unity	10
Harmony	10
Balance	10
Equilibrium	10
Stability	10
Consistency	10
Reliability	10
Trustworthiness	10
Credibility	10
Reputation	10
Image	10
Appearance	10
Look	10
Style	10
Fashion	10
Design	10
Architecture	10
Engineering	10
Construction	10
Manufacturing	10
Production	10
Distribution	10
Logistics	10
Supply Chain	10
Infrastructure	10
Transportation	10
Communication	10
Information	10
Media	10
Entertainment	10
Arts and Crafts	10
Handicrafts	10
Artisan	10
Artistry	10
Craftsmanship	10
Quality	10
Excellence	10
Perfectionism	10
Pursuit of Perfection	10
Striving for Excellence	10
Continuous Improvement	10
Learning and Growth	10
Self-Improvement	10
Personal Development	10
Life Improvement	10
Well-being	10
Health and Wellness	10
Physical Fitness	10
Mental Health	10
Emotional Health	10
Spiritual Health	10
Overall Health	10
Longevity	10
Immortality	10
Transcendence	10
Enlightenment	10
Awakening	10
Realization	10
Understanding	10
Knowledge	10
Wisdom	10
Insight	10
Intuition	10
Sense	10
Feeling	10
Emotion	10
Mood	10
Temperament	10
Disposition	10
Character	10
Personality	10
Identity	10
Self	10
Soul	10
Heart	10
Mind	10
Body	10
Spirit	10
Life	10
Death	10
Rebirth	10
Transformation	10
Evolution	10
Progress	10
Growth	10
Development	10
Improvement	10
Perfection	10
Completion	10
Finality	10
Conclusion	10
End	10
Beginning	10
Start	10
Origin	10
Source	10
Root	10
Base	10
Foundation	10
Structure	10
Framework	10
System	10
Method	10
Technique	10
Art	10
Science	10
Technology	10
Innovation	10
Discovery	10
Research	10
Experiment	10
Analysis	10
Synthesis	10
Integration	10
Interconnection	10
Interdependence	10
Unity	10
Harmony	10
Balance	10
Equilibrium	10
Stability	10
Consistency	10
Reliability	10
Trustworthiness	10
Credibility	10
Reputation	10
Image	10
Appearance	10
Look	10
Style	10
Fashion	10
Design	10
Architecture	10
Engineering	10
Construction	10
Manufacturing	10
Production	10
Distribution	10
Logistics	10
Supply Chain	10
Infrastructure	10
Transportation	10
Communication	10
Information	10
Media	10
Entertainment	10
Arts and Crafts	10
Handicrafts	10
Artisan	10
Artistry	10
Craftsmanship	10
Quality	10
Excellence	10
Perfectionism	10
Pursuit of Perfection	10
Striving for Excellence	10
Continuous Improvement	10
Learning and Growth	10
Self-Improvement	10
Personal Development	10
Life Improvement	10
Well-being	10
Health and Wellness	10
Physical Fitness	10
Mental Health	10
Emotional Health	10
Spiritual Health	10
Overall Health	10
Longevity	10
Immortality	10
Transcendence	10
Enlightenment	10
Awakening	10
Realization	10
Understanding	10
Knowledge	10
Wisdom	10
Insight	10
Intuition	10
Sense	10
Feeling	10
Emotion	10
Mood	10
Temperament	10
Disposition	10
Character	10
Personality	10
Identity	10
Self	10
Soul	10
Heart	10
Mind	10
Body	10
Spirit	10
Life	10
Death	10
Rebirth	10
Transformation	10
Evolution	10
Progress	10
Growth	10
Development	10
Improvement	10
Perfection	10
Completion	10
Finality	10
Conclusion	10
End	10
Beginning	10
Start	10
Origin	10
Source	10
Root	10
Base	10
Foundation	10
Structure	10
Framework	10
System	10
Method	10
Technique	10
Art	10
Science	10
Technology	10
Innovation	10
Discovery	10
Research	10
Experiment	10
Analysis	10
Synthesis	10
Integration	10
Interconnection	10
Interdependence	10
Unity	10
Harmony	10
Balance	10
Equilibrium	10
Stability	10
Consistency	10
Reliability	10
Trustworthiness	10
Credibility	10
Reputation	10
Image	10
Appearance	10
Look	10
Style	10
Fashion	10
Design	10
Architecture	10
Engineering	10
Construction	10
Manufacturing	10
Production	10
Distribution	10
Logistics	10
Supply Chain	10
Infrastructure	10
Transportation	10
Communication	10
Information	10
Media	10
Entertainment	10
Arts and Crafts	10
Handicrafts	10
Artisan	10
Artistry	10
Craftsmanship	10
Quality	10
Excellence	10
Perfectionism	10
Pursuit of Perfection	10
Striving for Excellence	10
Continuous Improvement	10
Learning and Growth	10
Self-Improvement	10
Personal Development	10
Life Improvement	10
Well-being	10
Health and Wellness	10
Physical Fitness	10
Mental Health	10
Emotional Health	10
Spiritual Health	10
Overall Health	10
Longevity	10
Immortality	10
Transcendence	10
Enlightenment	10
Awakening	10
Realization	10
Understanding	10
Knowledge	10
Wisdom	10
Insight	10
Intuition	10
Sense	10
Feeling	10
Emotion	10
Mood	10
Temperament	10
Disposition	10
Character	10
Personality	10
Identity	10
Self	10
Soul	10
Heart	10
Mind	10
Body	10
Spirit	10
Life	10
Death	10
Rebirth	10
Transformation	10
Evolution	10
Progress	10
Growth	10
Development	10
Improvement	10
Perfection	10
Completion	10
Finality	10
Conclusion	10
End	10
Beginning	10
Start	10
Origin	10
Source	10
Root	10
Base	10
Foundation	10
Structure	10
Framework	10
System	10
Method	10
Technique	10
Art	10
Science	10
Technology	10
Innovation	10
Discovery	10
Research	10
Experiment	10
Analysis	10
Synthesis	10
Integration	10
Interconnection	10
Interdependence	10
Unity	10
Harmony	10
Balance	10
Equilibrium	10
Stability	10
Consistency	10
Reliability	10
Trustworthiness	10
Credibility	10
Reputation	10
Image	10
Appearance	10
Look	10
Style	10
Fashion	10
Design	10
Architecture	10
Engineering	10
Construction	10
Manufacturing	10
Production	10
Distribution	10
Logistics	10
Supply Chain	10
Infrastructure	10
Transportation	10
Communication	10
Information	10
Media	10
Entertainment	10
Arts and Crafts	10
Handicrafts	10
Artisan	10
Artistry	10
Craftsmanship	10
Quality	10
Excellence	10
Perfectionism	10
Pursuit of Perfection	10
Striving for Excellence	10
Continuous Improvement	10
Learning and Growth	10
Self-Improvement	10
Personal Development	10
Life Improvement	10
Well-being	10
Health and Wellness	10
Physical Fitness	10
Mental Health	10
Emotional Health	10
Spiritual Health	10
Overall Health	10
Longevity	10
Immortality	10
Transcendence	10
Enlightenment	10
Awakening	10
Realization	10
Understanding	10
Knowledge	10
Wisdom	10
Insight	10
Intuition	10
Sense	10
Feeling	10
Emotion	10
Mood	10
Temperament	10
Disposition	10
Character	10
Personality	10
Identity	10
Self	10
Soul	10
Heart	10
Mind	10
Body	10
Spirit	10
Life	10
Death	10
Rebirth	10
Transformation	10
Evolution	10
Progress	10
Growth	10
Development	10
Improvement	10
Perfection	10
Completion	10
Finality	10
Conclusion	10
End	10
Beginning	10
Start	10
Origin	10
Source	10
Root	10
Base	10
Foundation	10
Structure	10
Framework	10
System	10
Method	10
Technique	10
Art	10
Science	10
Technology	10
Innovation	10
Discovery	10
Research	10
Experiment	10
Analysis	10
Synthesis	10
Integration	10
Interconnection	10
Interdependence	10
Unity	10
Harmony	10
Balance	10
Equilibrium	10
Stability	10
Consistency	10
Reliability	10
Trustworthiness	10
Credibility	10
Reputation	10
Image	10
Appearance	10
Look	10
Style	10
Fashion	10
Design	10
Architecture	10
Engineering	10
Construction	10
Manufacturing	10
Production	10
Distribution	10
Logistics	10
Supply Chain	10
Infrastructure	10
Transportation	10
Communication	10
Information	10
Media	10
Entertainment	10
Arts and Crafts	10
Handicrafts	10
Artisan	10
Artistry	10
Craftsmanship	10
Quality	10
Excellence	10
Perfectionism	10
Pursuit of Perfection	10
Striving for Excellence	10
Continuous Improvement	10
Learning and Growth	10
Self-Improvement	10
Personal Development	10
Life Improvement	10
Well-being	10
Health and Wellness	10
Physical Fitness	10
Mental Health	10
Emotional Health	10
Spiritual Health	10
Overall Health	10
Longevity	10
Immortality	10
Transcendence	10
Enlightenment	10
Awakening	10
Realization	10
Understanding	10
Knowledge	10
Wisdom	10
Insight	10
Intuition	10
Sense	10
Feeling	10
Emotion	10
Mood	10
Temperament	10
Disposition	10
Character	10
Personality	10
Identity	10
Self	10
Soul	10
Heart	10
Mind	10
Body	



"Yes, this is the child
who born sometime first.
But the mother and the
father have the right."



Omigod, Hold 'Em, and Parity. Space doesn't allow me to get into the specifics, but if you like to play against your friends, then you've got to have a copy of this game!

CONCLUSION

BTGA is a worthy successor to BattleTank, and it surpasses the original in a multitude of ways. Put simply, it's a FUN game. In fact, the majority of games out there would be better titles if they were HALF as fun to play as BTGA is. Do yourself a favor, and put BattleTank: Global Assault on your must have list!

ERIC



THE GA SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
9	6	6	8	8
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			



Winback: Covert Operations



LICENSED BY NINTENDO © 2000 KOEI CO., LTD.

"The Closest Thing Yet To A Goldeneye Sequel"

Metal Gear Solid. What N64-owning fan of this title has longingly looked at this game and wondered "When will someone make a title like that for MY system?" Well, your wait is over thanks to an unexpected source: Koei. Winback: Covert Operations, the name of the game and, folks, this one is a winner! Take one-part GoldenEye, combine with one-part Metal Gear Solid, sprinkle in a dash of multiplayer modes for additional fun and this recipe is guaranteed to bring you back asking for seconds. Winback casts you in the role of Jean-Luc Cougar, leader of the advanced team of S.C.A.T. (Strategic Covert Actions Team). A terrorist organization has taken control of a deadly satellite-based laser weapons system and destroyed the Center for Space Development. They've issued their demands and the president has called in S.C.A.T. You have 3 hours before the GULF system is charged up and ready to fire again.

GAMEPLAY

Winback's control is easy to pick and play but will take some time to master. You can move the camera, which during the game sits above and behind Jean-Luc, right and left. Because of the nature of the environments, you are in (many are multi-

level and/or are wide open), it becomes key that as you move through you take the time to look around — often you'll spot an enemy soldier advancing on your position, or you will locate items to collect. Jean-Luc's basic control system allows him to crouch, walk, crouch-walk, roll, run, reload, open doors, pick up items, manipulate switches, computer keyboards, switch between and fire weapons as well as auto and manually target enemies. His special abilities, however, set him apart from the average super soldier. When pressing the R button Jean-Luc enters a firing stance (this can be done while standing or crouching). In this stance, Jean-Luc will automatically target anyone he "sees". It's important to note the distinction between what enemies you see on-screen and those that Jean-Luc "sees". While in your firing pose you can also use the analog stick to manually target opponents and objects. When Jean-Luc sees an enemy soldier, you can use the bottom C button to "lock" the camera onto that guy, à la Zelda. Once this camera is locked it will track the enemy's movement, keeping him on the screen as you move around. This ability becomes key during various "boss" encounters. Similar to Metal Gear Solid's Snake, when standing next





to a wall Jean-Luc has the ability to "push-up" and place his back against the wall. Once there you can slide along the wall standing or crouching. In combination with being against the wall, Jean-Luc has the ability to quickly "pop out" around corners to shoot at enemies. Finally, as a last measure, the fire button will act as an attack button if the enemy gets too close for comfort. Additionally, you can plant and then remotely detonate C4 explosives. While initially daunting, you'll quickly find the controls very intuitive. You're definitely going to need to learn them as you'll be dealing with an army of terrorists, laser traps, switches, computer terminals, machine gun bunkers and various puzzles. All of these things you deal with as you move through building complexes, attempting to reach the basement where the enemy headquarters is located and end their threat. Along the way cut scenes will play out the storyline as you and your

team attempt to stop the terrorists. Cautious Hosts is the name of the game, because if you take too long to reach the terrorist control center, various targets in Washington, D.C. will be destroyed by the GULF system and team members may die. Initially you start out with only a handgun with unlimited ammunition. You'll be able to pick up additional weapons and items along the way including a sub-machine gun, shotgun, additional ammo, health items and a flashlight (which can be attached to various weapons for missions in the dark). Many of these items can be found hidden inside of crates that need to be shot multiple times to destroy. A tutorial mode is available to help walk you through the controls. As if all of that wasn't enough, Winback offers a variety of multiplayer Versus modes including Deathmatch, Lethal Tag, Cube Hunt, Quick Draw, Team Battle and Point Match. Like the main Story mode, the multiplayer modes are

played from a behind the shoulder view of your character. The multiplayer modes available depend upon the number of players (some modes are only available for 2 players). Initially the characters of your strike team are the only available characters that can be used in the multiplayer modes. Advancing in the Story mode unlocks additional characters that can be used in the Versus modes. Winback also offers a few different arenas to play the various multiplayer modes in, including a few modes that contain multiple levels. Koei has certainly stuffed Winback with a lot of goodness!

GRAPHICS

Winback doesn't use the Expansion Pack, and while an adequate job is done creating the environments, it probably would help clear up some of the fogging problems that plague it — especially in the multiplayer.



JUDGEMENT 64



models. Winback's locales are varied and many of them are quite large, from the outside of the building complex to the lower levels of the enemy base.

Unfortunately, most of the features used

are fairly bland and repetitive, with very few lighting effects used (the most notable one being the way the flashlight cuts through the darkness in certain areas). Often staring down a long hallway results in looking down into darkness and fogging that may or may not contain an enemy soldier waiting to shoot you. Possibly in an effort to help combat the long distance fogging problems, all of Jean-Luc's weapons are equipped with laser scopes. It's a neat feature that enables you to make some interesting long distance shots.

SOUND

In an almost strange twist it seems that the music must have been a low priority item in the development of this title. Winback's intro features a teching music track that doesn't seem to fit, and has the same basic music track repeated over and over again throughout the game. As your health decreases, though, the music tempo does change and pick up to add on almost frantic feel to your situation, letting you know you are that much closer to death. Weapons sounds are distinct and many enemies, upon sighting your character, will often issue a challenge or call out

to other soldiers (nice of them to announce their presence instead of simply firing). There are some good incidental sounds used to help let you know what's going on. Electric doors whirr open and enemies can often be heard running down metal floor hallways. Laser barriers issue a hiss while machinery has its own distinct sounds.

CONCEPT

With the exception of GoldenEye, there's really nothing like Winback available for the Nintendo 64.

Kool has done an excellent job making sure that Winback includes all of the play mechanics associated with this kind of game, and almost all of them are executed well (there are minor problems, like not being able to shoot on the run). Good story, good intensity, and it all unfolds nicely.



SHelf LIFE

Winback features multiple endings and a variety of multiplayer modes. Just playing through the story mode will keep you busy, let alone all the other modes! Often, because of the way you move through a level, you'll find enemies in different locations. You'll also figure out different ways to advance through certain areas. Though they lack variety, and the 4-player modes have some graphic issues, the multiplayer modes are a





good way for a few close friends to get to know each other.

CONCLUSION

Winback has a lot to offer action fans: it features multiple endings, multiple cutscenes for the same situation (depending on how quickly you clear the area), multiple gameplay modes and 3 levels of difficulty. While it doesn't have the spit and polish of a GoldenEye or Metal Gear Solid, Koei has done a fairly good job on a title that had been delayed to the point that many wondered whether it would see the light of day.

DARIEN



THE G4 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	7	7	9	8
OVERALL SCORE	012345678910			



WWF WrestleMania 2000

"The King is Dead!
Long Live the King!"

During their period of publishing games for the Nintendo 64, THQ has established itself as THE publishers of unique wrestling titles with their series of WCW titles. THQ acquired the WWF license earlier in the year, and everyone wondered if they would be able to top their own WCW/nWo Revenge, a highly regarded title and owner of the label "most playable wrestling game". Acclaim's WWF: Attitude previously set a high benchmark in wrestling games with its incredible antics and option-intense Create-A-Wrestler mode. Well, now that THQ has the WWF license, THEY have set a new standard for WWF games, and wrestling games in general. WWF WrestleMania 2000 is THE wrestling title.

GAMEPLAY

WWF WrestleMania includes over 50 wrestlers, tons of options, solid gameplay modes, an innovative career mode and Create-A-Wrestler mode that is easily on par (if not above) the one found in WWF: Attitude. WrestleMania uses a modified WCW/nWo Revenge game engine — the main benefit being the ease of executing moves. You execute moves by grappling with an opponent (using a strong or weak grapple), then pressing a button (usually the A or B button) and pushing in a direction (on the cross pad, d-

pad, digital control, whatever you want to call the damn thing that ISN'T the Analog Stick). Successfully stringing together a series of moves changes the color of your Attitude Meter from cold to hot. As you get hot and then finally reach the flashing "Special" indicator, you will be able to execute your wrestler's trademark finishing move. And, in a twist of ultimate irony, you can use your opponent's finisher against him! Sweet!

Though a bit light on gameplay modes, what is available is solid and will keep you entertained plenty long. Exhibition is your main versus mode — there are a variety of matches here, including Single, Tag, 3-Way and Cage. Select your match and then you can choose an arena, including Raw is War, Royal Rumble, Survivor Series and WrestleMania, to name a few. WrestleMania probably features the least amount of arenas, when compared to all the previous WWF games, with only seven available. After selecting your venue, you'll see options including whether humans or the CPU controls the wrestlers, match type (belt or nonbelt match), time limit, ring outs, and bloodshed. In regards to participating in a title vs. non-title match, you have the ability to create your own belt by choosing from a variety of pre-created belts, assign a name to it, and then defend it in every



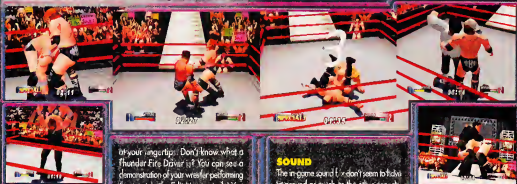


mode (except the Career mode). King of the Ring is the WWF's Tournament style event, and the Royal Rumble mode is the game's "Battle Royal" mode. You select the number and wrestler to participate, then start off with 4 in the ring. When a wrestler is eliminated, a countdown will show the amount of time until the next opponent enters the match. The last person left standing in the ring wins. Pay-Per-View mode allows you to create your own Pay-Per-View (duh!). Road to WrestleMania is the career mode and it is an ambitious undertaking. Choose your favorite WWF wrestler and participate in a FULL YEAR of wrestling in your quest to gain the plethora of championship belts. Of course, once you become the champ (no small feat, to be sure), you will have to defend the various WWF titles, including the Heavyweight title, culminating in the premier WWF event, WrestleMania. Along the way, you'll face various opponents in handicap, tag, hardcore, and even cage matches. What

makes WWF WrestleMania 2000 so realistic is that each match is set up as part of an actual event. You'll participate on Raw is War or Sunday Night Heat, along with a predetermined number of other matches that you can either watch or skip. If that's not enough, you'll find other wrestlers running in to attack you, and then later challenging you to a match on a future show — how cool is that? Pay-Per-Views are handled in a similar manner, with the major difference being that you need to have successfully won (and held on to) or become the #1 contender by the time you reach WrestleMania. Another interesting and lifelike aspect is that at any point during your career you could receive a title shot. This makes the career mode seem more fluid and "realistic" than the standard set number of matches to a title shot — the way most of the previous wrestling "lives" have presented the feature. Another big plus that WWF WrestleMania 2000 has going for it is the fact that the AI seems to have

been greatly enhanced over other titles. Opponents seem more intelligent, they seem to counter your moves better, and during funerals, if you have a wrestler or manager in your corner, they will enter the ring to help get you out of trouble (although the opposite is also true, making it tougher to finish off a guy while another one is there to rescue him!). Create-A-Wrestler mode is always a favorite, and this one will be no exception — in fact, it is rather exceptional! There are an incredible number of options waiting for you to choose from: and peruse — physical appearance, theme music, video clips, reaction to blood, how you enter the ring, who comes down to the ring with you, and dozens of more selections. You even have the ability to clone a WWF star and then modify him to suit your own needs. Ready to choose your moves? You have thousands of taunts, reversals, attacks, submissions, and more available





at your fingertips. Don't know what a Thunder Fire Driver is? You can see a demonstration of your wrestler performing the move in the Edit Moves mode. You can save your wrestlers to the cart itself

and/or transfer them to a memory pack. We've just scratched the surface of the amount of control you have in this mode — the Create-A-Wrestler mode in *WrestleMania 2000* is the best ever offered!

GRAPHICS

This game engine has always featured wrestlers that are slightly blockier in look than most of the other games — no smooth-skinned WWF Attitude characters here. After spending some time playing, though, you won't even notice or care. *WrestleMania* features incredible entrances to go along with its fast and furious gameplay. Wrestlers have their own unique entrances and life animated videos. All the nuances are here, from the Undertaker's slow entrance to Stone Cold strutting down the ramp and into the ring, from Kane's slamming entrance to Gangrel rising through the flames. Many wrestlers are accompanied by managers/valets as well — Jeff Jarrett enters with Debra and Triple H comes in-law with Chyna. Also, many tag teams enter together, including the Hardy Boys and the Acolytes. It doesn't stop with entrances, however, as wrestlers exhibit many of their in-ring mannerisms. Folks, it's all here and it's all animated incredibly well.

SOUND

The in-game sound (I don't seem to have improved as much as the other aspects). All wrestlers have their authentic music, but it seems as if it was sampled at a low rate. This means that you'll find songs not playing through your speakers with the full volume of sound you would expect. *WrestleMania* also features pretty basic crowd noise — the chants for individual wrestlers and moves (such as featured in *Attitude* & *Mayhem*) would have been a nice addition. Maybe next time!

CONCEPT

WrestleMania 2000 is a solid package — another incredible attempt to bring you that much closer to actually watching WWF wrestling on TV. Being able to see the wrestling card for each show, as well as having run-ins and then challenges based on those run-ins, is just that much more of a step up toward the reality of the WWF. In concept and execution, *WrestleMania 2000* is brilliant.

SHELF LIFE

Prepare to have this title take over your life. Sell off your other games, because they won't get close enough to your N64 to be played. With its long career mode, assortment of wrestlers, and the VAST amount of options available in Create-A-Wrestler mode, this one





won't be falling by the wayside anytime soon. You might as well just Super Glue it in there!

CONCLUSION

In the final appraisal, *WrestleMania 2000* is an incredible product. Once again, THQ/AKI have combined to release THE premier wrestling title, and once again, it's on the Nintendo 64. I can easily state that there is no US wrestling title available right now that comes even close in execution to *WrestleMania 2000*. Make this title a MUST purchase for your system — you won't regret it.

DARIEN



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
9	9	7	9	9
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

Earthworm Jim 3D

"Jim Loses His Marbles"

To those who are wondering what this worm guy is doing picking on cows, playing the accordion and whatnot, you must have missed out on the whole Earthworm Jim craze. If you are a new gamer or have been on another planet, here's the quick version:

Jim is an ordinary earthworm minding his own business when one day a super-atomic-hyper-fill-in-as-many-wild-adjectives-as-you-can power-suit falls to the ground. Jim soon discovers he and the suit become one. Jim and his dog friend Peter become superheroes, set out to defeat Psycho, Evil the Cat, Professor Monkey (or A-Head and various other badball villains across the universe.

In reality, Earthworm Jim is the main character in two side-scrolling platform games from Shiny Entertainment and a pretty damned good (yut short-lived) Saturday morning cartoon. It seems that Jim has watched his friends Gex, Mario and other video game heroes successfully make the move from a 2D-platformer to a 3D-action-adventure title and he must have felt a little jealous. So to appease him, the publishers at Rockstar have put the lovable yet slimy lug in his very own 3D game — imaginatively titled Earthworm Jim 3D. Does this game "kick cow" or result in major suckage? Read on, groovy wormfolks!



GAMEPLAY

Earthworm Jim 3D has its roots deep in the previous platform games. To those that haven't played Earthworm Jim 1 and 2, they play exactly like almost every other 2D platform game ever made. Run left and right, jump over obstacles, shoot at enemies, pick up power-ups, etc. The strong point of the Earthworm Jim titles from the past has been the great sense of humor. They seem to have an intuition with barnyard animals, especially (but not limited to) cows. Bovines often become weapons or obstacles, sometimes dropping out of the sky for no other reason than the developer thought it was funny. If you can get into the idea of a superhero worm using itself as a whip with a sidekick puppy fighting a mad scientist who has an upside-down monkey on top of his head, then there's a lot of fun to be had with the series.

Now, for his third outing, Jim has moved his platform shenanigans into the 3rd Dimension — 3D that is. Earthworm Jim 3D starts with Jim getting hit (as usual) by a hurling heifer. This time the worm superhero is knocked unconscious and taken to the hospital. Now, for anyone to get knocked unconscious is a serious thing, but keep in mind that worms have 4 brains! Your job is to guide Jim on a





journey through his mind to collect his marbles while picking up the "golden udders of lucidity". Once you do, Jim can return to the land of the living to fight crime and do whatever superhero worms do. Of course, things won't be that easy — his unconscious mind is remembering all the fierce villains from his past, including Psycrow and the dreaded Bob the Goldfish. EEAACKK! It seems only Jim's good buddy Snit, his pet booger, is there to help him, along the way with advice and hints.

We have all played many 3D platform games. The reason many of us bought a N64 was to help Mario and pals run, jump and throw their way across interesting landscapes. So, you might think you could just grab your controller and be a master of this game. After all, it's just another platform game... **WRONG.** Control is the first mistake the developers made with this game. The greiddaddy of 3D platform games (Mario64) set the stage for how the

controller should be set up — where the fire buttons are, how to change camera angles, what to do to crouch or jump. Most platform games are smart enough to follow this lead, with a few innovations here and there (Zelda's great Z button targeting system for example). In EW3D the Z button fires, the yellow down button whips, the A button jumps and the B button crouches. For some reason this setup takes a long time to get used to; I don't know how many times I jumped when I meant to fire. To add to the confusion, pressing the R Button sets the camera behind you. Oh yes, the camera: let me tell you about the camera position. In a word, it sucks. There are way too many times in this game when the camera is stuck behind a wall as you hear poor Jim getting his brains beaten out. Oh, wait a minute — the action takes place inside Jim's brains. Well, you get the idea. Get to know the R button because you are going to have to use it a lot. To add insult to injury, there are many times

when the R button won't work because Jim is too close to a wall or object. Grrrrr. Control problems aside, there are a few innovations to EW3D worth noting. Along the way, Jim picks up many different forms of weapons (most by whipping a handy gun dispenser) such as the Cleaver Gun, the Peashooter, Gnomé Gun, Funky Gun, etc. Each of these guns adds an interesting twist to the game, and some, like the Egg Chucker, have an ingenious way of firing. The puzzles work well and the different missions Jim is sent on keep the game somewhat fresh. One word of warning to the easily frustrated — this is not a simple game. If you don't like repeating tasks over and over (and over and over...) until you get them right, you might want to steer clear. The older EW games were hard — a little too hard in my opinion. This game follows suit and the results are somewhat unfortunate.





GRAPHICS

IF EWJ3D came out a few years ago, like it was supposed to, we would be praising the wonderful graphics. Unfortunately, the graphics today look

rather dated. Jim has great movement animations for running, walking, creeping and jumping. However, the environments look like what we've seen in Gex, South Park, and various other 2D/3D games. Graphically, there's nothing to complain about, but there's nothing to praise, either. There are some clever visual tricks throughout the game, though. If you poke around inside Jim's head and look out where his eyes are, you will notice a hospital's ceiling going by and Peter Puppy looking in as if Jim is on a stretcher. It's touches like this that raise this game from being yet another platform action title to something almost worth getting really excited about.

SOUND

EWJ3D's sound suffers from the same problems as the graphics. That is to say it's good enough, but not much more. There are a few voice samples, but most of the dialog is typed on the screen. Music is goofy and fits nicely with the gameplay, but for the most part there's very little to take note of in the audio department.



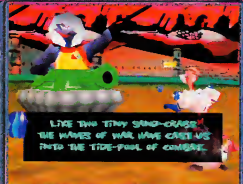
CONCEPT

It's a shame that EWJ3D falls so deeply into mediocrity because it has a great concept. The characters and humor of the Earthworm Jim universe are fantastic.

Even the short-lived Saturday morning cartoon is great (available on video — check it out!). The game's premise, the whole marble-collecting, ladder-finding, brain-twisting wackiness should have made for a really good game. It's almost as if this game came out a little too late to be exciting, but I guess you gotta admire Rockstar for at least trying. EWJ fans will at least find enjoyment in seeing their long lost superhero and Co. back in action.

SHELF LIFE

The shelf life of this game is a tough call. If you are committed to playing it, there is a lot to do. One of the more enjoyable aspects of this game is helping Jim regain his IQ. Jim starts the game with a mind that's as smart as "most accountants", and as the player collects marbles the IQ raises through "waffle iron", until... well, I won't ruin the surprise for those that want to discover it for themselves. But the main problem with the shelf life is the game gets very hard, fast. If you stick with it there's plenty to play, but most will probably give up before then.



LIKE TWO TINY SAND-GRASS
THE WAVES OF WAR HAVE CAST US
INTO THE TIDE-Pool OF COMBAT



CONCLUSION

It's great to see Earthworm Jim back and in 3D! The wackiness is here, all the great characters are here, and it's just too bad there's not a great game to tie everything together. The gameplay has all been done before, and in better action platform games. The camera angles often interfere with the gameplay, and result in annoyance. The sound and graphics are average — nothing to write home about. To top it off, the difficulty level ramps up a little too soon and gets to a frustrating level way too early in the game. It's a shame because the N64 should be able to crank out good action platform games, but instead we are stuck with games that are simply "almost there". Had Rockstar spruced up the graphics a bit and tweaked the gameplay to make it a little easier, this could have been a better game. However, as it stands it's "rental material" — just not good enough to recommend for purchase unless you have to own everything that's EWJ.

DAVE WHITTLE



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	7	7	9	7
OVERALL SCORE	6 1 2 3 4 5 6 7 8 9 10			



Ready to Rumble



"The Undisputed
N64 Champion of
the World"

One of the more pleasant surprises at E3 also arrived with no prepublicity. Midway's Ready 2 Rumble knocked the socks off the assembled mooses and won their unanimous praise as one of the games of the show. Unlike Knockout Kings, which tries for some resemblance to actual boxing, Ready 2 Rumble follows in the hallowed tradition of boxing video games by having very little to do with real boxing and everything to do with outrageous arcade-style play. It will come as no surprise that a Ready 2 Rumble Wrestling game is in the works as such a title is a kindred spirit to this.

GAMEPLAY

Seductive is not a word you would normally associate with a video game, let alone a boxing title. And yet that's the word to use here—the game seems pretty simple to start until you get completely drawn in. Each of the characters, such as Afro Thunder, Tonk Thrasher, and Lulu Valentine are stereotypes of silly boxing characters that we have seen from the days of the original Punch Out. The game comes with a surprising number of in-game options. Not only are there three skill levels, but the number of rounds and knockdowns before a win can be set from 7 to 12 and 10 respectively. Even

the time of the round can be set up to 3 minutes, starting at 15 seconds and moving up in 15 second increments.

The standard Arcade mode features one of initially thirteen fighters to choose from. The fighters are from all around the world and include such places as Thailand, Saudi Arabia and Croatia. The major component of the game is the Championship mode. Here you must take your raw fighter and proceed through ten fighters at each level. These levels are progressively more difficult and are called Bronze, Silver and Gold. However, it is not as easy as that. Each fighter gets twenty fights in which to pass through a level, ten of which must be victories in the misnamed "Title Fights" against those on the ratings ladder. Each fighter, ten through one, must be defeated in order.

If you can't defeat the number one fighter within the allotted number of fights, then you must start again at the number ten contender. Skills are developed based on your victories and also the training of your fighter. These skills—Strength, Stamina, and most importantly, Dexterity, are gained through the purchase of various training items such as Rumble Aerobics, Training, Speed





Box Training, Weight Lifting and Rumble Mass Nutrition Regimen. You gain the money by winning and wagering money on yourself in Prize Fights, which do not move you up the rating ladder, but do count against your total of fights. Therefore, you have to take Prize Fights not only to win money, but to be able to have better training techniques. You also need money to be able to fight in Championship Title fights. Yet, you can't spend too much time with Prize fighting, as you have to move up the fight ladder within the twenty fight limit. This is a very clever way to balance different gameplay choices and makes the game quite a challenge.

Now, I know this sounds dumb, in retrospect, but I forgot this was a Midway title. I'd been playing for quite a while in Championship mode using the standard four punches of High Punch with the Right Hand and Left Hand and Low Punch with

the Right Hand and Left Hand. Then all of a sudden my computer opponent pulls a backward spinning punch that I know isn't one of the standard moves. Then it hits me, not coincidentally after the backward spinning punch laid out my fighter. Hidden moves! What is a Midway fighting game without hidden moves? So starts a whole new game of trying various controller and button combinations to find out not only what fighter has what move, but also which fighter has a move that causes the most damage with the easiest control. This is just like Mortal Kombat, in that you try and find the fighter that fits your style of gameplay.

It is quite possible to get to the middle of the Silver level using standard boxing techniques of punch and get out, piling up damage one punch at a time and not getting hit. However, from the middle of the Silver mode on you'll need the hidden moves to be effective. Particularly effective shots generate one of

the letters of the word RUMBLE. When all have been collected your fighter's hands will glow and you can throw lethal combinations. One of the crazier things is to gut this just prior to the end of the round and then launch the combination. You'll continue pummeling your opponent long after the bell has rung. Can you say "Mike Tyson — burn!"

Other than some early repetitive gameplay in the Bronze level, where one punch is effective, the gameplay is a constant challenge.

GRAPHICS

Everything focuses on the boxers within the ring. Each of the boxers are well drawn and animate smoothly. Boxing is one of the harder sports to animate, as punches have a tendency to run into each other, in one animation after another. Unless you are





is not surprising when the game is named after his well known phrase. Apart from his role as the announcer, Buffer also turns up on banners and as the center graphic in the ring. Prize Fights take place in a sparse gym while the Title Fights are in filled arenas. The crowd is very two dimensional, but this is noticeable only before the fight or when a round begins. Once into the fight, the total focus of the game is on the boxers and the background becomes a none

Ready 2 Rumble takes a fairly minimalist approach to the music. The almost cheerleader-like chant of "Let's get ready to rumble" could have used a little bit more variety. However, the drum beat is quite pleasant and yet unobtrusive. Midway gets the most out of Michael Buffer's trademark, "Let's get Ready to Rummmmmmmmmmmmmmmmmmmbleeases!" at the beginning of each fight along with the fighter introductions. At the end of the contest, each fighter has only one or two taunts, and this does get rather repetitive.

You wait ages for one and then two arrive at once. While this can be attributed to a number of factors, including the overall lack of popularity of the sport, it is nice to see that after a sustained drought that both Knockout Kings and Ready 2 Rumble have made their way to the platform. With the lack of popular fighters, the extreme arcade route is a smart move by Midway. The "blitzification" of each sport now seems standard and Midway does this the best.

Midway has a history of depth with their fighting games and this is just as true with Ready 2 Rumble as it is with Mortal Kombat. Traditionally, you can win the first battles using only one, or at most, two moves, but then you earn the advanced moves to beat the game. Here, the ship mode is a distinct challenge and follows the formula of Hagler, Hearn, Leonard and Duran and sometimes





you wish for the old time fighters with this kind of depth, but it'll more than do.

CONCLUSION

The Ready 2 Rumble series is in the process of single handedly resurrecting boxing as a legitimate sports franchise. The fact that it is so arcade extreme is indicative of the public's general apathy with boxing and interest in the more theatrical wrestling world. While those of us who love boxing and pine for a great traditional boxing game will have to wait, Ready 2 Rumble provides slam bang arcade excitement. With a great two-player mode, crazy characters and a challenging Championship tree, it looks like boxing games are going to become a staple again.

DAVE WHITTLE



THE G4 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHelf LIFE
88	7	8	9	
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			



Jet Force Gemini

"The Trouble With Tribals"

What do Banjo-Kazooie, GoldenEye, Donkey Kong Racing, and Blast Corps have in common? If you said they are all great games... well, that would be only a partially correct answer. Not only do all those games rock the N64, but they are also created by the best developer for the N64 — Rare. When Rare releases a game, it's usually a safe bet that it's worth a purchase. Their latest epic is a platform-style space shooter called Jet Force Gemini. This fast-paced blast-'n'-than finds a set of twins and their "cybernetically enhanced" dog caught in a battle against galactic bugs to save the cute "Tribals" (think Ewoks). Multiple upgradeable weapons are at our hero's disposal to aid him through many 3D levels. Does Rare continue their excellent track record with another must-play title? For the most part, yes — read on for more info.

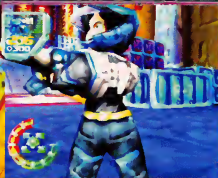
GAMEPLAY

The goal of Jet Force Gemini is to run through multiple levels, often divided into various rooms, and blast all the attacking bugs. But, be careful where you shoot! There are innocent Tribals to watch out for. At the end of each level, points are awarded for completion speed and

the amount of Tribals that were saved.

The game starts with the character Juro, who looks a bit like a cross between MegaMan and Speed Racer. As the game progresses, Juro unlocks (literally) his sister Vela, their dog Lupus and eventually Floyd the robot (a co-op-only character). Control of characters is fairly straightforward — the analog stick moves him in all directions and the Z button fires his blaster (or whatever weapon you choose). The A and B buttons cycle through the available weapons and opens creates, the yellow left and right C buttons control sidestepping while the character is firing. The yellow up and down C buttons control jumping and crouching. This configuration isn't really the standard setup because the "primary" A and B buttons aren't used as much as they are in other games, but it works well. An interesting feature of the controller setup is the often forgotten "+ control pad", which can be used as hot buttons to switch to your favorite weapons. This isn't something you really need to do, but I credit the programmers for making use of every button

on the controller. In some way, Battles and puzzle-solving is what





Boss Summary			
Enemy	Enemy Name	Weapon	Drop
1	Robot	Machine Gun	1000
2	Robot	Machine Gun	1000
3	Robot	Machine Gun	1000
4	Robot	Machine Gun	1000
5	Robot	Machine Gun	1000
6	Robot	Machine Gun	1000
7	Robot	Machine Gun	1000
8	Robot	Machine Gun	1000
9	Robot	Machine Gun	1000
10	Robot	Machine Gun	1000



J.F.G. is all about 'Combat is fast and furious, and it's possible in most situations to run, ground and simply blast in 3rd person mode. The game has a nice level of 'auto-fire' so the character often aims at whatever enemy is in front of him/her. However, this doesn't work with enemies that are above or below. A new strategy, and control setup, is used for that. When enemies on ledges or ships flying around shoot at the characters, simply press the R button. This stops the character moving and enters Targeting Mode. In this mode, the character turns semi-transparent and aiming is done from a first person point of view. If you've played the bow-and-arrow targeting game in Zelda64 you know what I'm talking about. Switching between these two views makes up most of the action, and it quickly becomes second nature.

Another great thing about the combat in J.F.G. is the varied weapons. The

standard pistol is a solid, accurate weapon that can fire off quick bursts for a short time. Hold the fire button down and the shooting rate slows, forcing the player to avoid a heavy trigger finger. Ammo is limited, but there's always a recharge icon at the right place and enough to take care of the job. As the game progresses, there are upgrades to the weapons to allow for larger capacity of ammo (i.e. more shots before reloading). Boss characters appear from time to time, so be sure to conserve that heavy-duty ammo (grenades and missiles) for these situations. Even though most of the game is fairly straightforward, the boss creatures might cause the player to rethink strategy. Strafing is a great skill to learn, but don't discount the simple 'hide and shoot' method either. Killing a boss usually rewards the player with an upgrade chest.

The game includes Single Play, Multi Play

(once the other characters are unlocked), and the innovative Co-op play. Unlocking Floyd the robot adds the later option so a second player can help with targeting and shooting. There's not a lot to complain about in J.F.G. Gameplay is solid and even though it's another platform shooter there is plenty of personality and innovation throughout the game. To be fair, this isn't the best piece of Rareware, but even an average title from those guys is a lot better than most other games.

GRAPHICS

Graphically (like all Rare games), there's nothing wrong with it — no clipping issues, no cropped polygons, and none of the graphic problems that you find somewhere in the other 99% of N64 games. The characters are nicely





animated — when running in one direction and turning in the opposite direction the character will slide a little before getting back up to speed. The enemies move quickly, and when shot

they have a very satisfying splatter. Using a missile launcher will turn even the biggest bug into spraying slimy goo. The cinematic cut scenes use the in-game engine but have very cool camera angles to continue the story. The water has a nice wake when swimming or wading. Even the menu screens are impressive, with clever animations and great layout. I wish the game would have utilized the expansion pack for higher resolutions, but all in all the graphics fit the game well.

SOUND

JFG boasts one of the best soundtracks of a N64 game, ever. The music is well orchestrated, often reminiscent of the Terminator movies. The explosions boom and the weapons have a nice “kick” to the sound. Best of all, the game has a feature that I wish more games had — Dolby Surround. If you don’t have your N64 hooked up to a Dolby Pro-logic stereo, you should! Once you hear the sound of an enemy ship soaring overhead or a door closing behind you there’s no turning back to TV speakers. More games should sound as good as JFG.



CONCEPT

The story of this game is good, once you get over the fact that the creature you are trying to save looks like Ewok! Most people might take a perverse pleasure in shooting down the poor innocent characters. This aside, a 3D shooter doesn't seem like such a brilliant concept but this game is very successful in feeling original and unique.

The characters have enough personality to them to make you feel a part of their world. There's nothing outrageously innovative, but splattering bugs is fun and there's always motivation to keep moving forward to find out what happens next.

SHelf LIFE

The shelf life of JFG is good. The game starts with one character and the player unlocks more characters as the game progresses. This, and the interesting storyline, gives incentive to keep playing. Those who strive for perfection can play levels over and over to try to get the best score or the lowest time while exploring for more secrets.

The game's built-in memory keeps track of current records. There is a lot to do in this game so you might find this one in your N64 for a while.





CONCLUSION

The great thing about Jet Force Gemini is it feels fresh, — very fresh. The truth is when you step back from the game you realize it's a pretty standard 3D platform shooter. But when you play the game, it feels like nothing you've ever played before. That's the best and worst thing about the game — it tricks you into thinking it's better than it is. While other 3D action-platform games try to be better than Mario for Banjo in this case) this one doesn't even feel like the action shooter game that it is. Not that good control and nice story execution is anything to complain about, but when all is said and done what we have here is a good solid blast-a-thon. Not the game of the year, not even a must purchase title, but simply an original version of a tried and true genre.

DAVE WHITTLE



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHelf LIFE
88	88	97	78	88
OVERALL SCORE	6 7 8 9 10			

Destruction Derby 64

"Well...
Not Exactly"

The Destruction Derby series from Phynoxis was one of the original racing franchises available on the PlayStation. Although Destruction Derby 2 first went on sale almost three years ago, another sequel has yet to appear on that system, despite the fact that the series is one of the most beloved of all time! THQ retained the publishing rights for DD on the Nintendo 64, and enlisted the help of developer Looking Glass Studios to create a title that would (hopefully) live up to its PlayStation heritage. Let's take a look and see if everything came together the way those who loved Destruction Derby hoped it would.

GAMEPLAY

For those of you that don't have a PlayStation (and don't have any friends who own one), I'll give you the low-down on a game called "Destruction Derby" (& its sequel, DD2). It's a demolition derby style of racing game, where you get rewarded (points) for causing damage to your opponents' vehicles. Of course, at the same time, you will be taking on damage to your car, so you'll have to pay attention to how much more damage your vehicle can sustain before it goes up in a ball of smoke. After each race, the number of points you've

accumulated will decide your place in the standings. If you obtained enough points, you will be able to make it to the next race, and so the trend continues until you beat that particular difficulty setting. In a nutshell, that's the Destruction Derby world.

Now, numerous changes have been made to the way Destruction Derby plays for the N64, and this is where you'll probably encounter the cries of "FOUL" from long-time DD players. If you're new to the game, and DD for the N64 is the only experience you'll have with the series, then you (obviously) won't notice the concerns.

DD on the Nintendo uses a "generic" damage meter, meaning you have one meter that represents the entire car. It doesn't matter if you get hit from the front, side, or back, your damage meter loses a little life. The original PlayStation versions of the game incorporated a side-specific damage meter — if you got hit too many times in the front, then your radiator would blow, and it would be "race over." If you continued to get your left rear side smashed, then you would lose the left rear tire, and your car wouldn't handle as well. Lose the left front tire (in combination with the left rear), and then you wouldn't be able





to make left turn! Naturally, this kind of damage system put a lot more emphasis on strategically using your vehicle as a battering ram. You just couldn't go around smacking (and getting smacked) 'whilly-rilly'—otherwise you wouldn't be successful. And, if you did lose one, two, or even three tires, it was still a lot of fun trying to maneuver your sadly beaten car around the track, looking for that one last major collision!

The fact of the matter is, although the core strategy element has been removed from DD64, the game still retains **SOME** thinking in order to be successful throughout the four difficulty levels. Getting from checkpoint to checkpoint now means that there is a bit of racing involved, and you'll need to hit people more often, too, as collisions that garner a score of 30 points or more give you added time, as well. Spend too much time hunting down opponents, and you'll most likely run out

of time!

To me, a worse crime than omitting the area-specific damage meter is the fact that the lameold scoring system is still in place. Basically, you get 1-100 points for each collision. The only way to get the 100 points is by landing on TOP of another car — lot chance! After beating the game, twice, I've yet to actually do it, or even see it done, for that matter. I think the most I've ever scored is 50-60 points, and why I got more for that hit than I did when I received 32 points for a similar hit, is anybody's guess. What's worse, is that when one of the computer drones is bellowing black smoke (which means one more good hit will "kill" it) and you end its usefulness (life), you only get rewarded 20 points. Heck, most other crashes will get you more than 20 points, so why waste the damage to your car on a hit that you **KNOW** will get you less than another collision? The 20 points for a kill

should be **IN ADDITION** to any points received for the hit.

A better solution for the point scoring system would be to use a system similar to the one that Infogrames used for their recent PlayStation title, *Demolition Racer*. Award points for causing the opponents car to do something (blow up, start smoking, launch in the air, turn around 180 or 360 degrees, etc.) **AS WELL AS** points for hitting it in a certain area (front, back, or side). For example, hit the car in the side, going between 110-120 mph, and get 30 points. Hit the car in the same spot going 120-130 mph, and get 40 points. See, isn't that easy?

Besides the single player Championship mode, there are a number of multiplayer contests — Capture the Flag, Deathmatch, Bomb Tag, and Destruction Race. Deathmatch is fun, but since it is confined



JUDGEMENT 64



to arrange, you're going to really build up huge amounts of speed for massive collisions. Bomb Tag is more fun, and Capture the Flag is probably the best of the multiplayer experiences.

background noise, but with all the great sounding crashes and commentary, you might as well turn the music volume down.

GRAPHICS

Destruction Derby 64 is built on a solid engine, and the game moves at a decent frame rate — even with all of the detail found in each of the dozen+ courses. The car models show an excellent degree of destruction, from barely noticeable door dings to nothing left but a chassis. The cars explode in nice fiery balls, and car parts can be seen flying through the air as you race around the tracks. There is a bit too much polygonal clipping, though, as cars seem to fall apart into many sections when the camera gets too close.

SOUND

THQ took a page of EA's Beetle Adventure Racing when they choose their in-game announcer. This guy talks all the time, and has some pretty funny lines — "hey, buddy, you're going the wrong way" & "Hurry up, my clothes are going out of fashion". And, if you're a cartoon junky, you'll recognize the lines "Speedy's in the lead" & "It's a Goggles Prisoner". There are plenty of techno tunes that make decent

CONCEPT

As stated in the beginning of the review, Destruction Derby 64 is a borrowed idea from another platform, but it is a first for the

N64. The stereotypical courses are all included (dirt, snow, night, & "normal"), so as not to offend anyone. I'd rather see the developer try something a little more over-the-top with the courses, though, because dirt and ice just don't lend themselves to this type of game. It's pretty tough to snick into an oncoming car if you're sliding all over the place!

SHELF LIFE

Although I did "beat" the game over the course of a couple of nights' play, there's still a lot to DD64 that will keep you coming back for more. Obviously, the multiplayer additions, especially Capture the Flag, make this a fun game to pull out every time your friends come over. But, there are single player modes, like Time Trial, that will keep you playing, in an attempt to get the fastest times on all of the tracks. And, there are a dozen hidden cars, so there's a bit of a challenge trying to snick them all (although you won't need to in order to beat the





game on Championship mode).

CONCLUSION

Destruction Derby will be looked at in one of two ways: One) A game that is a fun, but simple, destruction racing experience for newcomers to the genre; or Two) A disappointment to fans of the series and a game that doesn't deserve to carry the Destruction Derby name. Of course, I have my OWN opinion, and that is that Destruction Derby is a game that could have been a lot better, whether it remained "exactly" like its PlayStation namesakes or not. I hope THQ does a sequel, because this engine deserves another shot.

ERIC



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHelf LIFE
6	8	8	7	7
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

NBA Jam 2000

What a Difference
a Year Makes!

Acclaim has had a rough year with their sports games. If you go back to last year's NBA Jam 99, through this year's NFL QB Club 2000, the only game they've done which truly stood out was All Star Baseball 2000. Last year's Jam was almost unplayable (way too slow, among other things); and this year's QB Club is just about the worst football game we've ever run across. Fortunately, ASB 2000 is one of the BEST baseball games ever made (and if you had the misfortune of buying EA's Triple Play 2000 this past summer, do yourself a favor and pick up a copy of ASB — you won't regret it). Acclaim just got themselves back to...500, though, as NBA Jam 2000 is a solid winner, and one that finally makes you think that the stupid N64 controller works pretty well in a hoops game.

GAMEPLAY

I must admit it — I was dreading the fact that I had to review this game. Seriously, after what happened to QB Club, I thought for certain that Acclaim wasn't going to fix all of the problems that plagued the previous title. I couldn't bear to wade through the mud as my on-screen character labored to get down the

court, or cringe every time I heard Bill Walton whine "Let 'em play!" — shudder. No, no, anyone but me!

Boy — you won't find a more converted person than me, 'cause NBA Jam 2000 is such a different product, it's hard to believe the two games are related!

There are a number of things that are new to Jam 2000, but what makes any of them relevant is the fact that the frame rate has been bumped up to a playable level. In fact, it's been bumped up twice! There are now three game speeds: slow (like last year's only speed), normal, and fast. We recommend fast — it's the only way to play (and not so fast that you can't control the action). The gameplay is now silky smooth, and you can get out and run like you're the '87 Lakers. Sometimes, however, players seem to be able to get from one side of the court to the other (especially when driving to the hoop) a little too quickly, but it doesn't distract from the overall enjoyment of the game. You can rebound with precision, make pinpoint passes, and finish with authority. The dunks have been juiced up a bit from last



64-1 3RD
DAL 88
PHO 80
— DELO
— 1ST START
button



OFFER EARLY

LAST YEAR'S
BEST OFFERS
ARE IN
LAST YEAR'S
BEST OFFERS
ARE IN
LAST YEAR'S
BEST OFFERS





year, as guys seem to have a few extra inches in their vertical jumps. It's not like the arcade mode, but the players jump noticeably higher than they did last year. One of the things I've always wanted in a hoops game was for big guys to take an offensive rebound and just go straight back up and flush it. I'm glad to report that they do it in Jam 2K. I'm also happy to say that "tip-jams" are prevalent in the game. There's nothing like seeing your teammates crash the boards, and stick the rebound back through without first coming down with the ball. This makes for some amazing highlights — Kidd misses the outside jumper, but Gugliotta comes flying in from the right side and stuffs the ball in over two defenders!

The arcade mode, or in this case, "Jam" mode, has been changed to be 2-on-2 only, after the arcade's namesake. No more 5-on-5 jam, which didn't

seem to make any sense in last year's game. Now you've got all of the high-flying arcade experience that you would expect in a Jam game, complete with higher detailed players. Because there's only four guys on the floor at the same time, Acclaim was able to increase the polygon count in the players, making them more life-like. The Jam mode also features tons more dunks than it did last year, and it seems as if you see something different every time you go to the hoop. What really separates Jam from Live, besides the freedom of movement, is the fact that there are tons of different animations that you haven't seen in other hoop games before: guys getting stripped as they go in for a dunk, yet they continue up in the air and eventually just hang on the rim; or monster rejections from the big guy where you can literally FEEL the impact of the swat, balls that hit the front

rim and then bounce OVER the backboard (thus being an "out of bounds" violation); and many more.

The computer AI is also a worthy opponent, as even on the Rookie level, you'll find that beating the good teams is a challenge.

My main complaint with NBA Jam 2000 is the fact that the buttons don't react quick enough to your input. On defense, your guys don't jump when you push the button — they jump a couple of seconds later. And, on offense, when you want to switch to the guy closest to the hoop (after somebody launches a bomb), there's absolutely no response. Another item which could use some fixing is the free throw shooting — it's a painfully slow process, watching guys slow-ly dribble before they shoot — it takes about a minute to get through





the entire 2-shot process!

GRAPHICS

The floors look just as good as the ones in Live, but the characters are a little bit more angular and rough looking. Also, what's up with the "nuclear orange" ball — it's on the large size — like a 60-pound pumpkin! The special 1/x in the Jam mode are all done nicely, and as mentioned earlier, the players' look in Jam mode benefits from the increased polygon count. What helps Jam in the graphics department is the fact that there are so many animations — you never get tired of looking at the same old plays.

SOUND

Since Acclaim did the only reasonable thing they could, and destroyed all of the tape that Bill Walton made for last year's game, the play-by-play has improved dramatically. John Harlan does a good job all by himself, and always has something funny to add to the action: "He keeps missing, yet he keeps shooting". Unlike Live, the play-by-play is able to mention every player by name, and even some of the players' nicknames (the Admiral, Big Country, the Answer). Merv Albert, the original voice of the Jam arcade game, is back to add a little flavor to the pre- and

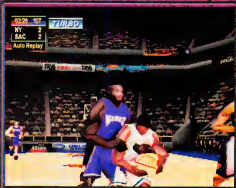
post-game shows, as well as the halftime report. Actually, he doesn't add a thing. But for some reason, he's here!

CONCEPT

Bringing back the 2-on-2 Jam mode was the best thing Acclaim could have done for the series (besides making the gameplay good, that is). They had the 5-on-5 Jam thing last year, and EA has it again this year with Live 2K, so it's nice to see gamers have finally got what they've been asking for. Even though the 2-on-2 concept is ten years old (at least), NBA Jam 2000 marks the first time a Nintendo 64 basketball game has had both a 5-on-5 Jam mode and a 2-on-2 arcade mode.

SHELF LIFE

Jam 2K should have quite an extensive shelf life, due not only to its multiple gameplay modes (and the fact that you will actually want to play them), but because the game also includes a Rookie Draft and an intense General Manager mode. When you complete a season, you'll be able to draft two rookies from a pool of more than 300 (insuring variety for more than one season). Players will retire, and others will declare for Free Agency, so there's many moves to make in the offseason.





and you'll be restricted to the number of moves you can make based on how well you did in the regular season. Cool.

CONCLUSION

NBA Jam 2000 has its share of problems that keep it from being an amazing basketball game, but as it stands, it's still one heck of an experience. If you enjoy fast and fluid gameplay, and a random element that keeps you from knowing everything there is to know about the game after five minutes of play, then you'll appreciate all the detail and subtleties that can be found in the game.

ERIC



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	7	8	7	9
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

NBA Live 2000

"It's Almost
In The Game"

It's hard to believe that NBA Live 2000 is only the **SECOND** hoops game that Electronic Arts has made for the Nintendo 64 console. Certainly, when compared to the fact that EA has released **FIVE** NBA Lives for the Sony PlayStation, the small sum of "two" makes you wonder why the N64 has been "dissed" by EA. Of course, if you have a PlayStation **AND** a N64 and have played both versions of Live, then you know that the N64 versions pale in comparison. Electronic Arts had the same problem during the 16-bit days of the Genesis and SNES; no one in their right mind would rather play a SNES version of their favorite EA Sports game than play the same version on the Genesis. And, so, it is the same today as it was back then — the N64 titles just can't compete with their CD-based cousins.

GAMEPLAY

The main attraction (and the best new feature) for Live 2K is the "One on One" mode, where you can take on Michael Jordan, out on the playground! If you beat him in a game of 1-on-1, you'll be able to unlock his character and use him in any of the game's other play modes! Since you can easily defeat MJ on



PRESS START

the rookie level, you should be able to access him rather quickly. If EA really wanted to make obtaining MJ an actual challenge (and therefore, an actual reward), you would only be able to access him once you beat the computer on the Superstar level. But, that's not the case (and even at the Superstar level, it's not too tough — just pick a guy who can hit "3's"). It's unfortunate that the only reward you get for playing this game can be achieved in about 2 minutes. The PlayStation version of Live 2K, on the other hand, offers multiple challenges, thanks in part to the inclusion of 40+ all-time greats, like Wilt Chamberlain, Larry Bird, Julius Erving (Dr. J), and Magic Johnson. It's a shame the the N64 game didn't get these players, because it really adds much more depth and uniqueness to the game. Oh well, maybe next year!

The 1-on-1 mode is a blast to play against a friend, but against the computer, it leaves a lot to be desired. First of all, the computer player (it doesn't matter who you play against — Shaq or Chris Dudley) will not allow you to drive past him. In theory, your on-screen Vince Carter is ten times as quick as the





guy guarding you (let's say, Steve Kerr), yet it's impossible to get past the guy. The only way to do so is to attempt a "head fake" when you first get the ball at the top of the 3-point line. If the guy bites and jumps, then you can get past him and go in for the slam. The computer falls for the head fake about 10% of the time. The next biggest issue for the single player is that the computer NEVER jumps for a rebound — the ball just magically lands in his lap. What the heck is that all about? And, despite the fact that you're jumping up and down like a fool trying to get the board, you almost never will. It's the most bizarre (ok, one of the most) thing I've ever seen in a hoops game!

The other gameplay modes in Live 2K are all back from last year's game: Arcade, 3-point contest, Exhibition, and Season mode. The arcade mode has been ramped up this year to

include higher flying dunks, and a ball that catches fire when a player gets on a shooting streak (a nice, original touch — nah), and "hot spots" that randomly appear on the court. If you launch your shot from that spot, then it'll go in — no matter how far away you are (it's a pretty cool addition)! The arcade mode is my favorite gameplay mode in Live 2K, which is not something I thought I'd ever say, but the sim mode just isn't much fun. None of the many camera angles gets you close enough to enjoy the action, and, on the higher difficulty settings, there just isn't a good flow to the action. The sim mode also loses points because of the dreaded "EA Bump". Try getting around the guy defending you, and most of the time you will end up getting "bumped", causing your guy to fall backward, as the ball bounces away, only to be picked up (99% of the time)

by an opponent. This is a problem that has plagued Live games for years, but it's really noticeable in Live 2K. And, this is one thing you don't want to notice very often. Fortunately, the arcade game features lots of fast and furious action, along with all the high flying antics you would expect in an arcade game. For some reason, though, there are still too many layups in the arcade mode. In my twisted way of thinking, the arcade mode should pretty much be one dunk after another — with the occasional "trey" launched from the hot spot. Why you would want to see anybody do lame little layups in the arcade mode is beyond me.

In comparison with NBA Jam 2K, the Acclaim game offers a better (or, more FUN) sim mode, and the arcade mode found in Jam is also very good. It's just



JUDGEMENT 64



that one is 2-on-2 and the other is 5-on-5. Personally, I like both arcade styles.

GRAPHICS

NBA Live 2000 is easily the best looking five-on-five hoops game ever made for the Nintendo 64. The courts all have that "just waxed" look, and the player models are highly detailed. The player faces have been improved, and while most of them just "sort of" look like their real-life counterparts, a few of the players look like clones! The special f/x found in the arcade mode, while not original, are done nicely and make that mode stand out from the sim mode. The new instant replay mode shows some excellent detail on a close-up view, which really puts you in the action. Too bad you couldn't view from this perspective! As mentioned earlier, it's a shame that none of the camera angles are able to bring the experience to life. You're either too far away to see the detail, or too close to see what's going on.

SOUND

NBA Live 2000 features Don Poyer, who handles the play-by-play in both arcade and simulation modes. He does a decent enough job, but the limitations of the N64 pak really

rears its ugly head when compared to the play-by-play of a PlayStation game. Everybody in Live 2K is named "He," as in "He scores," "He passes," "He misses," and "He joins." There is a bit of hip-hop music that plays during the menu screens. What's interesting, though, is that even after you go to the options menu and turn it all the way down, you can still hear it being played during the 1-on-1 mode. Weird.

CONCEPT

It's basketball. It's got a sim mode and an arcade mode. It's got just about every option known to a sports game (create-a-player, trades, stats, etc.), and it's all been done before. The inclusion of the 1-on-1 mode is the only reason Live 2K doesn't get a donut (zero) in the Concept department. To be fair, the special f/x also give the game a bump up, and at this point, every little bit helps.

SHELF LIFE

As a multiplayer game, I can see coming back to the 1-on-1 mode and the arcade mode quite often. You'll never get bored of taking on your friends and doing a little trash talking while you take 'em to the rack. NBA Live 2K won't make





you keep coming back to continue your season in the simulation mode, but you will break it out to play your friends in a little 1-on-1.

CONCLUSION

In a shocking twist, NBA Live 2000 falls short to the competition in both the arcade and sim gameplay modes. The sim mode gameplay is sluggish and repetitive, but the arcade experience is entertaining and the 1-on-1 mode will be a hit with your friends. Not the best game of hoops in town anymore, however, as a total package, the game does offer up enough fun to make it a worthwhile title.

ERIC



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
6	8	6	4	7
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

South Park: Chef's Luv Shack

"Huggin' and a
Kissin' Dancin'
and a Lovin'..."

Acclaim is certainly getting the most out of their South Park license. Within the course of a little more than one year, they will have released three games under the banner of the popular Comedy Central TV program. Last Christmas, Acclaim released South Park (based on the Turok engine) and this Christmas sees the release of a party game based around trivia questions and mini arcade-style contests. Sooh, South Park Rally will join to form the final piece in Acclaim's South Park trifecta! Now, we're sure that most of you are aware of the B-52's song "Love Shack" (although the best song from that album -- "Cosmic Thing" -- is the groovy "Channel Z") and the first time the B-52's introduced you to the "Luv Shack" you thought it sucked and you'd never want to go (although, in her prime, Kate Pierson was one hot mama). But, now, South Park's Chef has brought new meaning to the "love getaway" in South Park: Chef's Luv Shack.

GAMEPLAY

Chef's Luv Shack is, at its heart, a simple trivia game. Of course, that wouldn't fly with South Park fans, so there's a bunch



© 1999 ACCLAIM ENTERTAINMENT, INC.

of classic arcade-style mini-games thrown in to liven it up. The game is extremely straightforward -- I guarantee that you will never have to open up the instruction book (and wouldn't Mr. Hat want it that way).

Getting into the game is a no-brainer. There are no option screens, no fuss, nothing. Just chose the number of players, which of the four South Park kids you want to be -- Cartman, Stan, Kyle, or Kenny -- and how many rounds you want to go -- quickie (2), fore play (4), good lovin' (6), or hot & heavy (8). After that, it's off to a trivia-style game show format that will test everything from your South Park wisdom to what you know about the '91 Denver Broncos. Categories range from "hot, strong & dark," "my tart will go on" and "famous gay cowboys." There seems to be a good number to the amount of actual questions in each category, too, and they are not easy. Sad to say, but many people will probably learn something playing this game. Me, I learned that herpes is Greek for creep and crawl.

Interesting, huh? There is a very diverse range to the trivia, though.





occasions. It's 2D and it's cool, right down to Mr. Monkey's pool stains. The mini-games all tie justice to their real-life rip-offs, even though the color palette and main characters are all set in the Luv Shack world.

SOUND

All I can say is that Acclaim did an amazing job with the sound. It is some of the best sounding music and voices I have yet to hear on the N64. The opening sequence sets the stage with the Black Moses himself — yes, Isaac Hayes as Chef, doing a raucous rendition of "Simultaneous." You've just got to hear it — unbelievable! It only gets better as the game goes on, the announcer claims in like he would in a regular game show and you get to hear a ton of voice samples from virtually every South Park character. And yes they do say "ass" (many, many, many times over). The music, voice-overs, and sound effects are surely the highlight of Chef's Luv Shack.

CONCEPT

Basically, Luv Shack isn't like too many other Nintendo games, but if you have seen *You Don't Know Jack* on

the PC or PSX then you've seen this game (or at least understand this gameplay style). As for the mini-games, they range from Paperboy to Donkey Kong to Sprint Racing. Nothing too original there, except that they converted them to fit the South Park universe. I'll give them credit for that (and for making it so darn funny).

SHELF LIFE

In a single player environment, the enjoyment will be about 2 or 3 hours. It would have been nice to see some kind of competition with computer opponents, but I guess if you saw them answer the questions right all the time, then there wouldn't be much left for you to discover! However, with any of your friends around, you will be able to play Chef's Luv Shack for hours on end! If you like South Park and you have friends, then this will keep you entertained for a couple weeks, and I imagine, would be a great game to come back to a month down the line when your cousin comes over to visit. Luv Shack is also a great party game — it has the potential to bring the house down (and start many debates at the same time. No, that was the episode when...). Would Chef have it any other way?



Live via satellite

EREG CARTMAN

"Fat Ass"





CONCLUSION

South Park: Chef's Luv Shack is good for what it is — a fun multiplayer party game. The trivia is varied enough and interesting, and the mini-games are a blast. This is definitely a crowd pleaser for any group of South Park fans, and if you're not a big supporter of the show, this game may even have the power to convert you! The bottom line is that if you like South Park (the show) and Mario Party (the game), then you will want to check this one out. Cheesy Puffs — Sweet!

DILLION



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
6	8	9	5	6
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

Monopoly

"Not I Want To
Be The Racecar!"

Video games were originally created as an alternative to traditional games. The beauty of a video game was that you didn't need another player to enjoy them. They could be taken on solo if need be, or if you had some friends handy, in a group. Video games were meant to be the ultimate entertainment medium; they were supposed to do away with board games. Strangely enough, not only have board games hung around, but they've invaded the video game realm. Games such as Mario Party are based on the classic notion of a board game. Everything from game board to player pieces and dice are included with the virtual game. And while the virtual games do include opponents, they are still much more fun to play with real opponents around. This is the case with Mario Party and it is also the case with Monopoly.

GAMEPLAY

If you aren't familiar with Monopoly, it is a real estate trading game in which the players vie for control of the board. The ultimate goal is to win by bankrupting your opponents and obtaining a complete monopoly (Bill Gates must love this game).



Press START to play.

Those of you that have played the board game know what to expect. This is an extremely faithful rendition of the original game. Up to four players can play the game, and it can be any combination of human and CPU opponents. CPU opponents can be assigned one of four different AI types — cautious, bold, normal or intelligent. Unfortunately, despite the settings, the CPU isn't all that hard to beat.

Veteran players will find that luck does have a bit to do with it, but the CPU players also have a distinct lack of trading skill. Occasionally the CPU will offer you a trade, but the computer players will almost never accept a trade unless it is something they have to do in order to stay in the game. If you offer a trade to a CPU player, it will either be accepted or denied. The CPU will never offer you a counter trade. It is also rare to see the CPU players trading with one another. I played more than a few single-player games against two or three CPU opponents, and the computer never really made any intelligent moves. They would buy whatever they landed on (assuming they had the cash), even if they could potentially garner the third property of their





collection with a future roll of the dice. If the computer would make an offer to trade me something, it was usually something lame like \$40.00 for Park Place. Please — I've already got Boardwalk, I had an Park Place, buy it, and then it thinks I'm going to give it up for \$40! Insanity, man, just crazy! To sum it up, for the more "mature" gamer, playing against three computer dudes (on the highest difficulty setting) is akin to playing against the Three Stooges — without the comedy!

If you do manage to snag some human opponents, Monopoly becomes a much more enjoyable game, simply because the competition is suddenly so much better. Human players will go at each other like a pack of wolves on an injured deer. Whereas you can reliably predict the actions of the CPU players, what a human opponent will do next is anyone's guess. Monopoly has a good selection of the

most common house rules available if you chose to use them. House rules are player-created rules that are not officially in the game, but have cropped up over the years. House rules include: putting all of the tax money in a pot to be collected by the next player to land on Free Parking; collecting double money if you land directly on Go; not being able to collect rent while in jail; not allowing property auctions; and having to go around the board once before buying any property. Although you may never use some of these rules, they do make for some interesting variations on the game. There is also a pretty good chance that any house rules you use are here, which means you'll be able to play exactly how you choose. Because Monopoly games can easily take an hour or more, the developers included three options for those with short attention spans. The first is the aptly named short game. The short game modifies a few rules

and starts everyone off with some property. The short game can typically be played in half the time of a regular game. The second is a timed game, which fixes the game time. When time is up the richest player wins. Finally there is a save option. This allows you to save a game to a memory card and return to finish later. Despite the pluses, there are a few annoying bits to the game. The first is your inability to deal with a CPU player who owes money. In the real world version of the game, if you find yourself in a bind you can sell property to another player to raise cash. You can also step in to "help" disadvantaged players and snag some wanted properties for a song. Can't do it here. If a CPU player can't raise enough cash via mortgaging property they will simply declare bankruptcy. Another minor problem is the layout of



- Free parking per 1000
- Double money for leaving on 900 1000
- Free hotel rate 1000
- To avoid this before logging 1000
- Would properties go to action 1000
- For collecting cost from per 1000
- How appearing in listing 1000
- Number of starting properties per 1000
- How starting properties 1000



learned after a few tries, but the interface

GRAPHICS

A screenshot from the game Farm Heroes 2. It shows a pig character in a white shirt and orange tie, standing in a farm environment with a barn and rolling hills. A blue banner at the top says "Please to Go to Jail". There are various game interface elements like a score of 2000, a level indicator, and a "GO" button.

SOUND

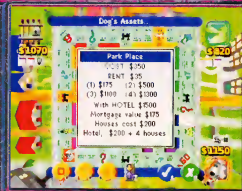
The music in *Monopoly* has got to go. Thankfully you do have the option to turn the music off. Sounding like a bad version of a John Tesh CD, the *Monopoly* soundtrack is sure to annoy everyone, with the possible exception of investment bankers. The game is much better without music. The sound effects on the other hand, are well done and add a nice touch to the game.

CONCEPT

Arguing originality for a port of a board game is hard. On one hand you want it to be authentic to the original, on the other you want to see something new. Monopoly does a decent job in both respects. It could have easily been a straight port, but Hasbro took the time to liven it up a bit for the NES4. Of course, a real good concept would have been to make tougher AI opponents!

SHelf LIFE

If you are a Monopoly fan, then the game will get played — assuming you always have multiple friends around to play with you. Although this is a great conversion of the classic board game (and it is just as addicting as the original), it's still life is much greater as a multiplayer experience. If you count the actual hours played, Monopoly stands to be one





of the best values in video gaming history (second only to the Treasure of Formin game and the late great Intellivision).

CONCLUSION

Monopoly: The Board Game may have found the best version of the game yet. You don't have to worry about lost pieces, the money is impossible to destroy and clean-up is a snap. If you enjoy the board game, buying this one is a no-brainer. That being said, if you are looking to play Monopoly by yourself, then you're not going to like this game. No amount of cute dancing icons will change your mind about the fact that the computer AI opponents are as smart as your average pro athlete.

ADAM



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
6	7	5	5	7
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

Roadsters

Doesn't Even Cross
the Finish Line"

If you dream about racing and trading convertibles in a championship trophy race, then Titus has developed a game for you. Roadsters is yet another racing title for our beloved console. This brings up the question, "Do we need any more racing games for the N64?" There are plenty of good, even great, racing games for the N64 and in order to compete with those games a new title has to do something better. It could be great control of the car, or maybe awesome track designs. Titus, the company that brought us the dreaded Superman game (which earned this magazine's lowest review score ever), brings us a racing game that leaves you asking that very question.

GAMEPLAY

The object in Roadsters is to pick one of 8 drivers to race against other cars over 10 tracks. That's it — no hidden shortcuts, no wild jumps, no stunts, power-ups, or anything to collect. OK, that might be oversimplification, but that's what the game "feels" like. The truth is, in addition to the simple "quick" race, time trial (race against the clock) and the compete-against-your-buddy multiplayer race, the main

racing is the Trophy Cup. This involves choosing one of the 8 characters, which, by the way, doesn't really change the game except the person you see behind the wheel and the voice you hear during the race. Once the character is selected, it's time to buy a car and upgrade that car if you have any money left over. For example, you might want to buy better tires for improved traction. Unfortunately, in this racing game there is no such thing as "all purpose tires". If you want better traction in the snow, buy "super snow tires". If you want better traction in the rain, then it's "super wet tires" for you. There is also an option to buy selectable suspension ("super-dee-duper suspension" — just kidding). This gives the player the opportunity to change the suspension before and during the race to match the conditions of the course. The same is true for the gearbox ratio, allowing you to adjust for faster acceleration or higher top speed. The game is at least kind enough not to allow you to spend all your money in the garage — because you'll need enough money to pay the entry fee for the race.





Once in the cup race the player faces multiple laps on each of the selected courses. Before each race the course layout and weather conditions are displayed. This allows the player to set up the car for that specific race. One of the more interesting elements of the race, at least in theory, is weather conditions that change during the race, forcing the player to enter the pits to change tires. I say "in theory" because everyone knows that, as in most arcade racing games, going into the pits is a huge waste of time! Do the best with whatever tires you got and hope that the computer-controlled opponents make the mistake of going into the pits. Money and points are given depending how players fared in each race. Players must decide if they are to spend the money during the race to upgrade the car they have or save the money and sell the car at the end of the Cup.

Race for a better car.

All of this would be good and fine if racing the cars was any fun at all. The real problem here is there isn't enough to the racing. The cars handle well in simple straightaways and zigzagging. But when it comes to a sharp turn, there's almost no control — the all-important powerslide is nonexistent in this game. Races are essentially learning the course and where all the sharp turns are, so the player can slow down before the turn. This is very frustrating to learn and most right-thinking people would give up after continually slamming into the same wall on a sharp curve. And there's nothing more frustrating than having to throw the car into reverse to get away from the wall! The learning curve would be easier to take if there were cool wrecks to watch or damage to the cars to avoid, but

there's none of that in Roadsters. In fact, the cars don't even leave the ground no matter how hard you wreck. And I don't even have the space to go into the inability to control out of a slide, the uninspired course layout, or the lack of a "catch-up" option. Roadsters is a strange combination of many setup options on the car but overly simplistic racing action.

GRAPHICS

If a game's overall score were based on first impressions, Roadsters would have scored better. Graphically, the game looks top notch. The tracks are very impressive with an amazing amount of background details. For example, one track takes place around an airfield. This little airport actually looks like it's operating. If you take your



JUDGEMENT 64

Showroom



Driver select



Next race



Championships



eyes off the road to notice (always a bad idea in a racing game) you will see planes taxiing down the runway and taking off, and flying far away (and while playing this

game you'll wish you were on that plane). There's a lot of other nice graphic touches, such as birds swooping the cars as they race by, sunlight streaming through a break in a tunnel, and impressive reflections on the cars. I have a bad feeling this game will sell some copies based on screen shots alone.

SOUND

No real crimes to mention in the sound department, except for some weak voice samples. Each character has its own repertoire of things to say while passing a car, being passed or wrecking. The voice sounds like amateur talent and with limited things to say, it quickly becomes irritating to hear the same phrase many times during a race. Music is bland but passable. Much of it sounds like a drum machine being kicked down the stairs. It's not the kind of music you'll want to set the volume to "0", but at the same time you probably won't even notice it has music at all.



CONCEPT

OK, let's see what we have here — 8 characters, 10 tracks, and 30+ cars. The 30 cars are ok, but I doubt anyone will play the higher model cars because they won't be, wanting enough money to purchase or unlock them. The 10 tracks would be enough if they were killer tracks, but they aren't. And the 8 characters.

The only reason to choose the character is to have variety in voice samples, but that seems to be about it. Each one is as annoying as the other. A very unimaginative concept to say the least.

SHELF LIFE

The shelf life of Roadsters should be long, that is to say it should be left on the store shelf and not in your gaming library. I can't even recommend this one for rental, even though the graphics are nice. A good game gives you incentive to keep playing, and when you aren't playing it you are looking forward to returning to the game. While playing Roadsters all I wanted to do was either throw the controller at the TV or simply quit playing. I resisted the urge to do the former and settled on the latter. Thankfully, this game was not a purchase, but I can imagine the annoyance if it was.





CONCLUSION

If you've made it this far into the review you know by now that Roadsters, in a word, sucks. I guess some credit should be given to the graphics. It's a nice looking game, and there was an attempt to add variety to the racing with the different weather environments. However, everything else in the game just sputters. Control is very weak, crashes and wrecks are handled very poorly and it's simply not fun to play. You would think that after the Superman fiasco, Titus would have learned a lesson about putting out crap, but that doesn't seem to be the case here. There should be more to racing games than just steering a car and slowing down at sharp turns. Try your best to avoid the pretty screen shots and keep reminding yourself that gameplay matters. Even the biggest fans of racing games won't find much to like with Roadsters.

DAVE WHITTLE



THE 64 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
4	8	6	4	4
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

Turok: Rage Wars

What's The Game?

Turok was one of the first killer apps for the N64. In fact, it was arguably the first great 3rd party game for the new console from Nintendo. Its sequel "Turok2: Seeds of Evil" was one of the first games to use the console's memory expansion pack to add higher resolution graphics to the N64. It was a pretty good sequel, adding more of the great Native American dino-blasting fun.

Now comes the third game in the series, called Turok: Rage Wars. TRW has the distinction of being the first Deathmatch-only game for the N64. In case you aren't up on the jargon, a "deathmatch" is a multiplayer game in which you fight friends (or enemies) to see who can score the most "frags," or kills. Most games add the Deathmatch element onto a solid game — Goldeneye is the perfect example. Will Deathmatch-only games like Turok: Rage Wars be the future of console games? Let's hope not!

GAMEPLAY

If you happen to own a moderate to high end PC, then you probably have played multiplayer Deathmatch games before. Connecting via a modem, internet or local

TUROK

RAGE WARS

PLAY STADIUM

Area Network (LAN) has been popular ever since the days of Doom. There are some good points and some bad points about on-line gaming. Playing (or fighting) another person is a very different experience than computer controlled enemies. A person uses advanced thinking and unexpected strategy, or at least they are supposed to. When a player is matched with a person of equal skill level it can be a fantastic experience. The bad side is it's very hard to find a person of equal skill, and the Internet is full of punks who love to pick on "newbies" (players learning the game) and find ways to cheat to increase their rankings.

Still, multiplayer games are becoming the de-facto standard for computer entertainment. Almost every game has to have a multiplayer option, even if it doesn't really fit into the game. In fact, many recent PC hits, such as Tribes, Quake3: Arena and Unreal Tournament are multiplayer only. This is where Turok: Rage Wars comes in. TRW is not Turok3, it's not even Turok 2 1/2. This game takes an updated version

of the fine Turok2 game engine and extends the multiplayer aspect of





that game. The goal is to compete against, or with, one or more players in such games as Bloodlust, Team Bloodlust, Frag Tag and Capture the Flag. Bloodlust is simple deathmatch — shoot your opponents as many times as possible to rack up frags. Frag Tag is an interesting concept: One player is “it”, which means he has very few life points and doesn’t have a weapon. That player must avoid being shot, or “tagged”, by the other player and look for an open warp gate. Once found, that player is no longer “it” and regains their weapons, ready to hunt for the player who became “it”. Capture the Flag is a simple premise — there is one flag and one goal for the flag. The point is to grab the flag and run for the goal. If you don’t get to the flag first, all is not lost. Simply kill the player who has this flag before they reach the goal and the flag is returned to its

original spot.

So what happens if you don’t have any friends to play TRW with? Accaim couldn’t release a game that’s only multiplayer, could they? There are single player “trials” to go through to practice all the levels and modes of gameplay against “bots”, which are computerized opponents. The trials start with 3 character skins to choose from and as the player progresses further into the trials new weapons and medals are unlocked. Make it to the end of a trial and new character skins are unlocked for the player to take through the trials.

For a console game, TRW handles Deathmatching very well. If you don’t have access to such a killer gaming rig (P3 PC), this game gives you a taste as to what multiplayer mayhem is all about. One of the better elements of the game is the level design. The focus of the levels is killing, not exploring. Therefore, the

levels are designed to be small, so you are spending more time killing than searching. The main problem with *Turk: Rage Wars* is simply there is not enough game to grab onto. The deathmatches are fun for parties and get-togethers, but for a game to be considered good by this reviewer it has to have at least as strong single-player element. TRW’s trials are fun, but the whole experience seems rather empty. The computer-controlled bots are well programmed and seem to fight like human opponents, but there’s no real direction to go, no real story to get wrapped up in.

GRAPHICS

The graphics in *Turk: Rage Wars* are one of the game’s strong suits, especially in the high-resolution mode (with the memory expansion pack). The levels





have great lighting effects to allow players to hide in shadows and watch the lit areas. Each level has a different color pallet that creates a different mood. The various

enemies look menacing, even if the animations are limited. Probably the best aspect to the graphics is the complete lack of fogging that has plagued the first two games in the series. If there's one constant complaint about the look of *Turok* games, it is that damned limited view where the background fades out. Thankfully, that is not a problem with this game. Because almost all the levels in this game are indoors and the levels are small, there's no need for the programmers to create the fog.

SOUND

Sound is another solid aspect of TRW. The music in the menu screens has a nice, melodic "Native American" feel, complete with voice chanting samples. The sound effects are equally satisfying — gunshots ring out loud and clear, explosions shake the room and the cries of pain as players get shot are chilling. Stereo sound cues are used to help you locate which direction the action is. This is one of the games that makes you want to turn up the volume and let the neighbors wonder what the heck you are doing!



CONCEPT

OK, there are some people who will really like *Turok: Rage Wars*. I can't deny that the thrill of hunting and killing a thinking person is fun, but as mentioned before, there doesn't seem to be enough game to make it feel complete. The multiplayer experience is really well done, and if that's what you are craving then ignore this review and go buy the game. But, personally, I felt like I wanted to play a bigger game. This game needs more of a story or a reason to all the mayhem, not just simple hunting and shooting.

SHELF LIFE

It's hard to judge the shelf life for this game. If you dig multiplayer games and especially first-person shooters, then you will probably be playing this one a lot. The single player game does keep you playing as you unlock various characters, especially because the new characters have different weapons or style of play. Fighting as the Raptor (dinosaur) with no guns may seem kinda lame, but it turns out to be fun. However, as mentioned before, there needs to be more to this game in order to keep returning to it — at least at the single player level.





CONCLUSION

Multiplayer-only games, or at least games that stress multiple players, are in danger of ruining PC gaming as we know it. I don't think this will happen with consoles. Games like *Maria Party* and *Smash Brothers* might gain in popularity, but in reality a console game has to have a strong single-player element first if it's to be successful. *Turok: Rage Wars* has good graphics and sound, and some very impressive Deathmatch gameplay. If that's what you are looking for in an action game, then this first person shooter is right up your alley. However, if you need more to a game — story, strategy, random elements — then you will probably tire of this game rather quickly. It does what it does well (multiplay), but in this reviewer's opinion that's almost, but not quite, enough.

DAVE WHITTLE



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
88	88	66	77	77
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

BLAST VISOR & HELMET

Protective gear for high speeds and hazards—explosions, lava, red-hot lava, high voltage arcs and more.

VISION SYSTEM

Hi-resolution 3D vision. Detects the finest details in full color. Perfect for pointing, precision hunting and targeting.

GYRO ORBS

Advanced dual orb balance. Superior guidance in high-noise, even swirling places.

CPU

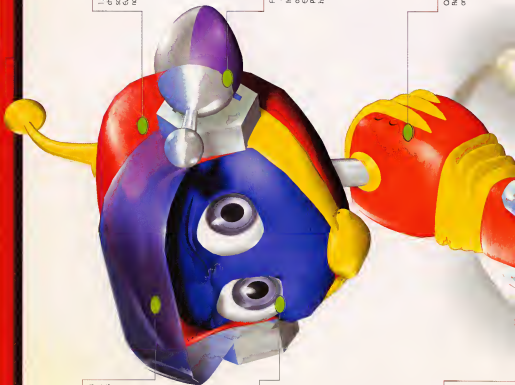
1.3 GHz post-brane chipset. Problem solver on the fly. Even designs and notes rollercoasters.

TRACTOR BEAM

Fully functional beam—grabs, swings, tosses, releases and crushes small and large objects. Eyes, loss, sleep. Precision target and turf feature.

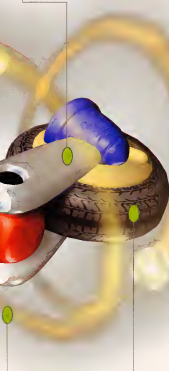
POWER SUPPLY

On-board Fused Fusion Reactor. No refueling or recharging necessary.



STRAITS & ROCKETS

Titanium reinforced struts with liquid hydrogen booster rockets. Can handle a wide range of leaps, jumps & landings.



RUBBERENE WHEEL

Rugged, shock-absorbent, low-friction, fully elastic rubberene treads, robotic dolphins, parabolic thrusters and more.

IF YOU THINK HE IS FULLY LOADED WAIT UNTIL YOU SEE THE AMUSEMENT PARK.

Rocket is the most advanced amusement park robot ever made. He's ready for anything. Well, almost. Now all the

tickets are stolen, the walrus is gone, a raccoon is dismantling everything, and the greatest park in the universe must open tomorrow! Fasten your seat belts it's gonna be the ride of your life.



ROCKET

robot on wheels

WWW.PLAYAROCKET.COM



© 1999 Game Park Publishers, LLC. Rocket, Robot on Wheels and the Rocket on Wheels logo are trademarks of Game Park Publishers, LLC. All rights reserved. Rocket on Wheels is a registered trademark of Game Park Publishers, LLC. All rights reserved. Rocket on Wheels is a registered trademark of Game Park Publishers, LLC. All rights reserved.



Rayman 2, The Great Escape

"Great? No... But Very, Very Good!"

Rayman 2 has been in development for quite some time. We have been playing this game, in one form or another, for the past 1-1/2 years. Two E3's ago, we were very impressed by the title and, for many of us, it was the game of the show. Has the ensuing time been kind to Rayman? Has he made the transition from 2D to 3D without complications? How do you throw things without arms? These, and many other, questions will be answered in the review that follows.

GAMEPLAY

While I believe that the primary reason that I have enjoyed Rayman 2, and that I consider it to be one of the best choices for your holiday shopping dollar this year, is the wonderful fantasy environment of the game (more on that when we get to "Graphics"), the gameplay ain't too shabby either. As opposed to most action/platform titles, where the emphasis is on action, Rayman 2 is more about exploration, jumping and hovering (one of Rayman's best and most-used moves), and mini-puzzle solving. Of course, you've got all of the boss encounters and a lot of fist throwing (Rayman's weapon of choice), but most of the satisfaction that comes from playing the



game is in exploring. The quest is broken down into a series of levels, each containing a number of sections. Rayman must collect Lums (999 total to be collected in the game) and release prisoners trapped in cages that are cleverly hidden in each level (80 in total). As we are brought into the game, we find that Rayman has been stripped of all of his powers. He meets up with his pal, Globbox, in a pirate prison and Globbox gives Rayman a power orb that contains his basic fist power. As the game unfolds, the fist will become more powerful. In addition to the fist and hover moves, Rayman can jump, climb, swim, grab ceilings and other surfaces and move hand-over-hand across them.

In addition, in order to get rid of the pirate menace and restore Rayman's world to a peaceful state, Rayman must collect four masks — each awarded as a result of a victorious boss encounter. While the adventure is primarily about exploration and puzzle solving, it seems almost every area of the game has some object that Rayman must ride upon to break down doors, or speed through waterways, or ride on his backside down an ice ramp. The variety present in the game really adds to the experience and keeps you





interested and playing. This is good, because most of the basic enemies pose little challenge — although the boss encounters are a lot more creative.

GRAPHICS

Graphically, Rayman 2 is among the best that the N64 has to offer. More than the high resolution (RAM Pak is supported) graphics, it is the design of the game's fantasy worlds where the art really shines. It is obvious that the design team really had a clear vision of where they wanted to go with Rayman in the world of go-anywhere 3D and the basic environmental elements, effects and the overall color palette work together to create a beautiful virtual world. On the negative side, the character animation (with the exception of Rayman himself) is nothing to write home about and the camera can get a little funky at times.

SOUND

The sound engine is very solid. Of particular note is the way that sound effects coming from outside of your field of vision vary in volume. As the character or object gets closer, the volume increases and the volume trails off as the object gets further away. The music is also exceptional, with an almost pastoral feel to it — perfectly complementing gameplay.

CONCEPT

Rayman 2: The Great Escape is whacky, weird and wonderful. It stands out as one of the most unique gaming experiences to be had and ranks up there with the Mario's, Goldeneye's and Zelda's in the Nintendo universe.

SHELF LIFE

There is a lot of depth in this game and

acquiring all of the Lums, masks and rescuing all of the prisoners is a difficult task. Only by doing them all perfectly within a level can you open up bonus rounds and secrets. Outside of sports titles and multiplayer games, the long-term play value in Rayman 2 is strong.

CONCLUSION

Great graphics, great gameplay, great game. Rayman 2 delivers the entire package and, in the process, gives N64 owners something other than DK64 to play during the holidays. Even if you buy the big monkey boy this year, don't let that stop you from purchasing Rayman 2.

DAVE

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	9	9	9	9
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			



Hot Wheels Turbo Racing

"Little Cars + Stunts
= A Good Rental"

Mattel Inc.'s line of small toy cars called Hot Wheels has been popular with little boys for over 3 decades. At some point those little boys grow older and they start to lose interest in pushing those small pieces of metal along a plastic track while saying "vroom vroom". If you are a videogame player who longs to recreate the classic "Snake vs. Mongoose" race of your youth, then look no further than your trusty N64 to experience it once again. One word of advice though — RENT IT!

GAMEPLAY

Before you read any further, let's get one thing straight — this is an arcade racer. There's been plenty of good racing titles on the N64 — Diddy Kong Racing, Monster Truck Madness, San Francisco Rush, and Beetle Adventure Racing. If you missed out on any of those titles I suggest you stop reading here and go play one (or all) of them.

Every racing game has to stress a certain aspect of racing, for Beetle Adventure Racing it was exploring hidden passages to uncover secret boxes. Diddy Kong Racing has a fun story line. SF Rush has insane jumps. The main aspect of Hot Wheels is just what the title suggests — Turbo Racing. The goal in HWTR is, like most other racing games, to come in first place.

In order to do this the player must build up the turbo of the car. Each turbo unit used gives an additional boost of speed, which usually results in either passing one or two cars or spinning out of control and crashing. Turbo points



© 1997 Universal Arts. All Rights Reserved.
Hot Wheels, Turbo Racing, and all other trademarks are the property of Universal Arts.

are gained by performing stunts in the air. The stunt may be a back flip, summersault, barrel roll or various other tricks. If the player is successful in performing a stunt (i.e., not crashing), then they will be rewarded with one, two or more turbo points. This aspect is what will either make or break the game for you. The stunts are handled in a completely unrealistic manner, that is to say it is possible to start flipping in one direction and to stop mid-air to flip in the opposite direction. Anyone who knows even the slightest thing about physics will realize that without the aid of rocket boosters this is completely impossible. Keep in mind this is only a game, and once you learn the skill of performing these stunts it shouldn't matter that Isaac Newton wouldn't approve. Some people can't get past this fact, and for them the game will fall flat. That's why we are recommending you to try this game before you buy, so you can find out for yourself which type of gamer you are.

It's kinda weird for a game to have all the physics right on the money except for the control of mid-air jumps, but the intent is to have fun with the stunts which gives this racing title a unique feel. If I had to pick a word about the layout of the courses, that word would have to be "perfect". Of all the racing titles available, most have some ok courses and some excellent courses. HWTR has only excellent courses with the right amount of turns, the perfect distance in jumps, and the fun hidden shortcuts. Kudos to the guys who designed the



154

00054.59
LAP 1/4



100

00007.76
LAP 1/4





tracks in this game—a racing game lives or dies by its course design, and this game does it perfectly.

GRAPHICS

Graphically the game is a mixed bag. The good news is there is almost no pop-up. The bad news is the low-resolution graphics and poor color palette leaves a lot to be desired. As you can tell by the screenshots, this game won't win any beauty awards. It really doesn't matter that much because the courses are fun to race, and it might be simply a limitation of the N64's hardware, but still... yuck! The frame rate is on the low side, but fortunately it never gets to the unplayable level—even with a lot of cars on the screen. After playing this game, the wait for Nintendo's next generation console seems agonizingly too long!

SOUND

Sound is frustrating because there are some rockin' tunes in the game. With such artists as Meat Beat Manifesto, Primus, The Reverend Horton Heat, Wile Master Mike and others, the soundtrack could have been an asset to the game. However, low quality

sampling of the music along with terrible voiceovers result in frustration. Every time I heard the announcer count down "3, 2, 1..." I felt like throwing the controller at the cheesy voice. Again, it might be the N64's limited audio capabilities, but I gotta review the game in front of me.

CONCEPT

If you've read this far into the review then you think like me—the possibility of a racing game built on Hot Wheels cars is a cool one. The whole race is centered on hitting the turbo at the right moment, and the fact that those turbos have to be earned is a brilliant one. Whether you buy into this possibility of the stunts or not is secondary—the concept is still cool.

SHELF LIFE

Unlocking cars and tracks is a must for racing titles these days, and HWTR does not disappoint. In fact, there are over 30 cars waiting to be unlocked, each

with its own performance and short speciality. Exploring new tracks for hidden cars is pleasantly satisfying, and could keep you playing over and over.

CONCLUSION

What we have here is a pretty good racing title marred by average graphics and poor sound. There are plenty of better racing titles available on the N64 to choose from. However, fans of the arcade racing genre should rent this one for the weekend to test their skills on some great track design. If you can overcome the flaws and the weirdness of the stunts you might find yourself having fun. However, if you don't care for this type of a racing game or are just plain sick of 'em—stay clear.

DAVE WHITTLE

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	6	6	8	7
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			





Rocket: The Robot On Wheels

"Quirky, Goofy and
A Lot of Fun!"

There is such a cool-unique behind Rocket: The Robot on Wheels that the game has no direct competitors. It is an action/platform title that is almost entirely built around puzzle solving, with a minimum of enemy fighting—set within a theme park world that is fresh and engaging...let's explore Rocket's universe.

GAMEPLAY

The game was developed for Ubi Soft by an unheralded group going by the name of Sucker-Punch Productions. I can't verify whether or not this is their first title but, in any case, this team is a force to be reckoned with in video game development. The game is built around the main character, Rocket—a robot that has been left in charge of an amusement park that is set to open its doors for the first time the next morning. Unfortunately, Whoopie World—named after its main character, a walrus—is taken over by a jealous raccoon, Jajo, who has plans for "Jajo's World"—and he won't let Whoopie or Rocket stand in his way. Jajo escapes into the amusement park, taking Whoopie prisoner, and begins to shut down areas of the park, as well as the main machine that controls things.

Rocket must find tickets to allow Tinker, his repair robot to re-activate the shut-down areas (the more tickets you collect, the more areas that open up), so that Rocket can find all of the machine parts. In addition,

ROCKET:

The Robot on wheels

Developed by Sucker Punch Productions. All Rights Reserved.
Copyright © 1999 Ubi Soft Entertainment. All Rights Reserved.
Licensed by Nintendo.

Rocket must collect Tinker Tokens. There are 200 in each level and they can be used to start up different vehicles that appear in the game (like a paint ball shooting hover car or a mechanical sword fight). As you progress, Tinker will also teach Rocket some new moves that will help you obtain hard-to-get tickets.

The gameplay eschews violent enemy confrontation for a number of clever mini-puzzles that have Rocket doing things like dipping himself in different color paint so that he can disguise himself as a guard, building a roller coaster, then taking it for a ride...and trying to design it so that he can grab the different collectibles that are hanging in the air, at different elevations. What makes this bit more than cool is the fact that you can hop on the ride, then look around with the game's first-person camera as you try out the loops and drops that you have designed. Each level (area of the park) has a number of different puzzles and features like this.

In fact, the level design is one of the game's two strongest points, the other being the way Rocket grabs object and enemies. Rocket has been equipped with sort of a tractor beam that allows him to pick-up and attach to other objects. Then, you can manually control the distance that

you want to throw an object, then release.
You will also use the beam to hook onto





gears and poles, so that you can launch Rocket up to hard to reach areas of the park. All in all, a very unique combination of platform action and puzzle solving, with a theme park environment that is irresistible.

GRAPHICS

Like *Rayman 2*, Ubi Soft's other AAA title shipping this holiday season, the graphics in *Rocket* are nothing short of spectacular. While enemy animation is very limited, the variety of different looks found in the areas of the park and the quality of the textures and bright colors make for a very attractive game. In terms of the camera, you have complete control of it, in a fashion very similar to *Mario 64*, and, for the most part, it works well. But, like *Mario*, there are times when the game takes control over the camera and you can't wrestle it back... this can result in looking at Rocket's face and not in the direction you are headed, and in getting stuck in corners. These quirks really don't detract from the game, but you will find

yourself fighting with the camera system from time to time.

SOUND

Great, circus-like tunes highlight the sound package in *Rocket*. Unfortunately, that is all there is... as the game contains no voice at all. While we all understand the sacrifices that must be made when delivering a product on a more expensive ROM cartridge, it seems like they could have given us a little something.

CONCEPT

The concept behind *Rocket* is fresh and unique. It is safe to say that you have played nothing like it on the N64... or any other game system.

SHELF LIFE

Rocket features a tremendous amount of depth in its quest. While there is no multi-player game,

the puzzle solving, number of levels and the quality of the challenge will have you playing it for up to 40-50 hours.

CONCLUSION

I can't tell you how surprised I am by the unique qualities of this game. Although it is going to fall low in the action/platform pecking order this holiday season (let's face it, going up against *DK 64*, *Rayman 2* and *Toy Story 2* is a pretty tough order), it is a game that no N64 gamer should miss. If you've run out of scratch, rent it first, you'll make sure you find the money once you've had a taste of *Rocket: The Robot on Wheels*.

DAVE

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	8	6	9	8
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			



ASTEROIDS HYPER 64

"In Space, No One
Can Hear Your
Engines Scream..."

If the first thing you think of when someone says "Asteroids" is Bruce Willis landing a space shuttle on pins, chances are you probably weren't around in 1979. If you were, certainly you were still playing Atari's hit coin-op. As you ought to know by now, classic video games never die—they keep getting remade! Now, 23 years after its heyday in the arcades, *Asteroids* is coming to an N64 near you.

GAMEPLAY

The gameplay is about as simple as it comes: shoot everything! The original game featured only asteroids and two alien spaceships to hurry you along. When you shoot an asteroid, it breaks into two smaller pieces—each with a different trajectory. These pieces could be shot into two smaller pieces until the screen was eventually full of floating rocks. When you eliminated all the pieces, you started over again.

In the N64 version, the asteroids consist of many different types. In addition, there are floating objects such as disarms, comets, and alien eggs—all of which react differently when hit. The crystals, for example, will regenerate into larger crystals if not eliminated quickly enough! To aid you in tiding the galaxy of this space junk, power-ups provide special weapons such as gun satellites, mines, and homing missiles. The alien spaceships, which used to be a minor distraction, also consist of many different types and are now major opponents. After every 15 levels, you'll encounter some sort of boss creature before moving on



EVERETT COLLECTION

to a different region of space. Despite the new enemies and power-ups, the basic gameplay remains the same (which isn't necessarily a bad thing).

I didn't think that the analog stick would be the most precise way to control the ship, but after playing through the game I found that it works just fine. At least. A non-3D exploration game which doesn't make me curse the N64 controller. Although you can still use the cross pad, doing so will prevent you from reaching the Z trigger (shields). My main complaint has to do with using the left yellow C button to activate the special weapon. This is a button you'll want to use more often than either the hyper space or shields, yet those buttons are more easily accessible. I would have preferred that the game allow players to customize the button assignments. Aside from the bosses, one of the few differences between last year's PlayStation version and this one involves the multiplayer game. Here, up to four players can compete on a single screen. The first variation is a points contest, with asteroids colored to correspond to each player. You'll have to avoid giving your opponents points by hitting their asteroids. But, let's be honest—if you are about to be pulverized, you'll shoot a rock no matter what color it is. The other variation requires you to survive longer than your opponents. It doesn't matter if you fail to score a single point. You'll win as long as the other players lose their ships before you do.

While these games add some replay value, they aren't much different from the regular game. A

0016430

A

SHIP REGENERATING

SHIELD

PLASMA SWORD

A

0015650

GUN SATELLITE

0015430

A



better option would have been some type of a "bottle" mode where your shots could destroy the other players.

GRAPHICS

The ships, asteroids, debris, and aliens are nicely rendered with polygons and therefore appear three-dimensional (even though the gameplay is strictly 2D). Instead of the jet-black darkness of space, there are now neves, black holes, nebulae, and planets in the background. Nevertheless, much of the screen is still so dark that it is difficult to see the smallest asteroids without turning up the brightness on your television. Overall, the graphics match the gameplay — nice to look at, but nothing extraordinary.

SOUND

As you may know, sound doesn't travel in space. Fortunately, *Asteroids* has more sound than actual space — but not much! There is no soundtrack, for instance, only the high pitched sounds of your laser fire, the firing of booster rockets, and the explosions of asteroids and debris. While (probably would have turned off any repetitive MIDI tunes anyway), it is unfortunate that music

wasn't available as an option.

CONCEPT

Back when it was an arcade game, the concept was unique. Instead of having their movement restricted, players had to watch out for danger on every side. Without a place to hide, you were forced to stand your ground (space!) and shoot your way out. Since then, other games have copied and expanded upon the original concept. *Asteroids Hyper 64* doesn't change the concept — the game is a strict remakes — so it doesn't score any points for being original.

SHELF LIFE

Like all classic arcade games, *Asteroids* has been designed to get harder and harder — introducing new enemies and elements until eventually you become overwhelmed. While this makes for a fun quarter-gobbling game in the short run, there isn't much replay value. Even the version of the original coin-op which is "hidden" in the game won't hold your attention for too long. After you've seen all

the zones, the only reason to keep playing is to obtain a higher score. Perhaps a more interesting multiplayer game might have retained your interest. You'll probably pop *Asteroids* in your N64 every now and again when you want to play a quick game, but this isn't one of those titles which will keep you glued to your television for days or weeks at a time.

CONCLUSION

Fans of the classic, or of arcade action games in general, will enjoy *Asteroids Hyper 64* — for awhile, anyway. The new power-ups, colorful backgrounds, and different types of asteroids and enemies add just enough interest to make the game worth a look. However, don't expect a mind-blowing new experience and don't expect much long-term value.

MARK

THE 64 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	8	6	6	7
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			



Knockout Kings 2000

"And In This
Corner..."

Hands up—how many of you knew that boxing had 17 divisions and usually 4 different "champions" per weight class? Ok, the three of you need to get out more often. Boxing is such a fragmented sport that other than the occasional heavyweight fight, the sport draws little public attention. Way back 10-15 years ago, Hagler vs. Hearns and Hagler vs. Leonard were big deals—everybody was aware of the fighters and couldn't wait for it. Now, very few people follow or care whom the champions are. In such an environment, boxing as a game is a tough sell. Midway has gone for an arcade route with Ready 2 Rumble, but EA is here (for the first time on the N64) with their mix of simulation and arcade in Knockout Kings 2000.

GAMEPLAY

In a game that does a lot of things right, its control is one of the more limited aspects. Various one button punches such as a jab or cross, are available along with a one button preset combination. It is difficult to put together any kind of sustained attack pushing individual buttons. The preset combinations also bleed strength from your fighter so must be used sparingly. What would have been nice is a build-your-own combination feature that would have allowed one of two combinations to be generated and then brought into the fight.

Button presses are saved up, so it's best to be economical with this until you see an opening. Otherwise, you end



up with a beautiful opportunity to land a power punch flush on the jaw but you've already entered a jab while mashing the buttons. The computer is fairly predictable and patients can and should be loath.

At the end of the fight there are a nice catch-all chrome features including fight highlights and a newspaper headline. The old 4D Boxing did this one better by including a little bit of action in the newspaper screen and then freezing to the black and white shot and this is one of the areas that could be improved. The overall career mode is one of the reasons to keep on playing Knockout Kings 2000. The fighters are split into three different weight classes: Heavyweight, Middleweight and Lightweight. Starting at a bottom rank of 20, your fighter must proceed slowly up the rankings by beating fighters above him. Fighters can be improved through the use of one of two training methods. The lazy way is to take the Quick Train option that allows you to allocate extra points to the fighter's speed, power or stamina. More challenging is to go through a training drill where you have to meet a goal such as landing or blocking 30 punches in 30 seconds. Ironically you get more points to allocate if you Quick Train which is a strange design choice. Some of the decisions regarding the fighters included show the schizophrenic nature of today's boxing games. In any kind of serious attempt at a boxing simulation, Leon Spinks and Busterbean don't even get included.



INSTANT REPLAY





yet here they're included for their obvious name recognition. Spinks, probably the worst Heavyweight Champion of all time, is remembered as little more than a gap toothed joke and the less said about Butterbean the better. The Middleweight group features the standard old timers of Ray Leonard, Marvin Hagler and Roberto Duran, although it would have been nice to see Tommy Hearns included. Probably the most enjoyable mode is the two-player slugfest. Here none of the computer AI deficiencies are relevant and Knockout Kings 2000 shines as a very good looking boxing game that gives two players the opportunity to outwit and out fight each other.

GRAPHICS

Graphics are where Knockout Kings 2000 really shines. The polygon based figures really look like the individual fighters and there is a true sense of controlling the actual fighter. While the animations are similar for a multitude of fighters, the fighter graphics are nice enough that it takes you a while to figure them out. Multiple rings from the Great

Western Forum to Munich Germany are included, along with the prerequisite round card girls. This is the kind of stuff that EA does better than anyone else and always ups the overall feeling about the game.

SOUND

Al Albert and Sean O'Grady provide the commentary, although that amounts to a comment or two through the round. With Michael Buffer off working elsewhere, up and corner ring announcer Jimmy Lennon Jr. takes the mike for the introductions and adds a level of authenticity to the proceedings.

CONCEPT

Being the first in any type of game available for the Nintendo 64 is always a good position to be in, and one that helps bump up the ol' concept value. Granted, like is the case with any sports game, you're not going to reinvent the wheel, but if you do it right, you will still make a fun game. And EA has done just that.

SHELF LIFE

From the career mode side of things, you will be able to log a decent amount of time into Knockout Kings 2000. However, once you've finished that mode, you may find yourself grabbing Ready to Rumble when you want to play a quick game or two of boxing.

CONCLUSION

Knockout Kings 2000 is another in a long list of attempts to meld the arcade and simulation aspects of boxing into a game. It's a fun title, particularly in the two-player mode, but there is plenty of room for improvement.

DUNCAN

THE EA SCORE					
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE	
7	9	6	7	7	
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10				





Paperboy 3D

"Extra! Extra!
Paperboy Delivers"

Back in college, I played Atari's *Paperboy* spin-on a lot. There are two things I liked about it. First, you had to use actual bicycle handlebars to steer. Second, it had a nice three-dimensional look and feel — well, as close as you could get in those pre-polygonal days of 1985. I always wondered how the game would look and play in true 3D, and now I get to find out.

GAMEPLAY

The original featured a suburban street which scrolled diagonally from right to left. All the domiciles were on the left side — subscribers' houses were bright, while nonsubscriber houses were black. Your job was to deliver papers to the porch or mailbox of subscribers without damaging their house or yard. You couldn't stop your bike, and neither could you turn around. If you missed or damaged a subscriber's house, they would cancel their subscription. Nonsubscriber houses were fair game for thrashing, however, so you could break their windows, statues, garbage cans, etc. At the end of the street, you ran through an obstacle course for extra points before the next round started. The game ended if you lost all subscribers on the street or if you lost your three lives by hitting obstacles such as cars, fences, and pedestrians. In creating a three-dimensional polygonal world, the designers have made several changes to the gameplay. Subscribers now appear on both sides of the street, which requires you to throw from either side of your bike. The game is no longer an "atoll," but allows you to go anywhere (on the medium



and hard levels, anyway). Instead of being limited to a single residential street, *Paperboy* now takes place in locales such as a trailer park, a zoo, a volcano, and a junkyard. The bonus levels, accessed by finding three hidden coins in each level, are no longer simple obstacle courses but may involve gathering items or racing the clock. Finally, there are boss levels where you must use your paper-tossing abilities to defeat the evil Dr. Testa and his monsters. You can perform stunts with your bicycle that will earn you extra time on the clock, and there are power-ups which will replenish your health or speed up your bike. Crashes no longer automatically cost you a life, although they add to a damage meter. The biggest change, however, is that you are now able to damage a subscriber's domicile and still get credit for a delivery. Where the original was a game of finesse, this change makes N64's *Paperboy* more of a race against the clock. As long as you are able to restock your newspapers by finding bundles, you don't have much to lose by blanketing a potential target. An area map and trajectory arrow will help you hit the mark, although these can be deactivated. Those dreaded yellow C buttons are utilized to jump and activate power-ups. They're still hard to reach while keeping your fingers on the other necessary buttons. Fortunately, jumping and performing tricks is only an incidental part of the game — there's just too much else going on to worry about.





GRAPHICS

Initially, I hated the brightly colored, angular look which reminded me of mid-century cartoons trying to look like something from the 1950s. There is a thin line between looking 'retro' and just looking sloppy, and the newspaper glue screens lean towards the latter. After playing through the game for a few days, the look of the game eventually grew on me. Since the subject matter is so cartoonish, a more realistic look probably wouldn't have worked. Still, the game looks a little bit rudimentary. It would be a shame if this scores people away from trying it.

SOUND

Paperboy features jazzy tunes which match the theme of each level — country for Moose, Polka Park, spooky for Ghost Town, etc. While the soundtrack is catchy, the sound effects make the game. There are quite a few sampled voices, car horns, animal noises, screams, crashes and all the appropriate effects that you would expect from a cartoon.

CONCEPT

In essence, Paperboy is a target-shooting game. If the plot doesn't bother you much from other shooting games — instead of a tank, you've got a bicycle, instead of shooting shells, at a bunker, you're tossing newspapers at a house. However, it does score points with me for the presentation. Not only are there no other nonracing bicycle games I can think of, but few games allow for the amount of mayhem you can cause here. There are countless numbers of residents, animals, and objects to nail, and each target reacts differently (and humorously) when hit.

SHelf LIFE

For a game that is limited to one player, Paperboy has a decent amount of replay value. There are more than a dozen levels, each with a different layout and different types of residents, domiciles, and obstacles. In order to open the next level, you'll have to replay the current level, as more and more customers are added. There are bonus levels associated with each normal level that must be

opened by finding three hidden coins. Depending upon your performance in these bonus levels, you will be awarded a Gold, Silver, or Bronze medal. Even when you've opened every level and received all Gold medals, you can still go back and try to improve upon your high scores.

CONCLUSION

Despite the fact that the designers have changed many essential elements of the original, Paperboy still works. As with most polygonal games, there are occasional camera problems and glitches where your bike may get stuck on an object, but these are few and far between. The look of the game is pretty crude, though, and definitely takes some getting used to. Beneath the surface, however, is a fast-paced arcade type game which is surprisingly enjoyable and addictive.

MARK

THE 64 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	6	8	8	7
OVERALL SCORE	6 1 2 3 4 5 6 7 8 9 10			





Madden 2000

"Madden Becomes Running Man"

In John Madden Football, the game that put the word "franchise" in the phrase "sports game franchise," is back and better than ever. It's hard to believe that it has been 10 years since this series first debuted as a video game... on the Sega Genesis. Surprisingly, the Nintendo platforms have never been one of the strengths of the series — although last year's Madden 99 was good. Now for the second year, Madden is increasing its own high standard on the platform.

GAMEPLAY

Finally in a football game where you can actually succeed with a running play. In real life, only the '81 San Francisco 49ers used the pass to set up the run. All other teams use the run to set up passing opportunities for the offense and when you don't have a running game, like Miami over the Marino years, you only rarely get to the Super Bowl. Strangely, football games have always emphasized the pass, probably because it is more "sexy" and while that can make fun titles like NFL Blitz, it isn't football. Now we have a game that understands the value of a 3-yard gain over left tackle, of putting a tight end in motion to block down at the end of the line, for actually having a lead blocker who blocks. Part of this also relates to the new physics model that takes into account the players height and weight. Now a well conceived blocking scheme by a large offensive line will open huge gaps in opposing a smaller defensive line. Each team has its own playbook that highlights the



difference between the teams. However, any team can use any playbook, allowing the fans to switch to a West coast offense if they so wish. With a powerful running game now an option, finding the running plays that suit your team and your own style of play is critical.

Multiple game modes include both Season and Franchise along with a tournament. Franchise is by far the most interesting, allowing a player to coach their team through multiple seasons of play and drafts. It is here, however, that one of the failings of Madden 2000 is self-evident. As good as the gameplay is, the overall interface design for getting around the game shell is an abomination. It is so utterly counter-intuitive that it is beyond comprehension why EA would ship this product out to the store it is in. A manual should be an item that is occasionally glanced at. Here, it is mandatory for even the simplest navigation and even then doesn't make all that much sense. In addition to the poor shell interface, for some reason the Fantasy Draft was dropped this year. Especially with the new and improved player models, the opportunity to build a franchise from the ground-up, emphasizing defense and the offensive line for example, would have been most welcome. Another strange decision was the addition of an arcade mode. Pure arcade action has never been what Madden was about and there seems little need to address that now. The assumption has to

be that the success of NFL Blitz and its ilk impacted the design team's thinking.





Also added is the Madden Challenge mode, that adds an element not often seen in sports games. Here, you need to complete certain tasks, such as a 50-yard pass or answer trivia questions to unlock additional features within the product. Certainly a new twist to sports games and one that adds a bit of depth.

GRAPHICS

Overall, the game is a beautiful sight. Not only are the players realized well, but the different sizes of the player models are very noticeable. The stadiums, officials, and players on the sideline add a level of detail that adds to the overall effect. Add in the traditional high values of the EA presentation and again this is top draw. One funny aspect of the graphics is the new added goal nets for field goals and extra points. EA may be the master of adding chrome but this is getting a little ostentatious.

SOUND

Pat Summerall is back with his broadcast partner, John Madden, and his commentary is constant, accurate and perfect. As I write this review I have Madden running in demo mode, Tampa Bay is playing Tennessee, and

they're off to a Sunday ball game on in the background. I'm just sitting in Madden, on the other hand, ironically needs some work. His comments are ok but they turn up in strange and inappropriate places. You also can't need to hear the same phrase five times in a row. How difficult could it be to put in a check that makes sure that the same Madden phrase isn't used twice in a row?

CONCEPT

You can just imagine the scene at EA headquarters at a concept meeting. Producer: "Well we've got the sports game series with the most name recognition, every year it makes the company pocket a lot of money, so we thought we'd do it again but make it the best on the market." Mr. Suit: "I damn guys, maybe we should give it a rest for a while." Cue summary execution of suit and happy humming from development.

SHELF LIFE

While revered as the quintessential sports gaming series,

the Madden series has, in fact, been spotty on quality in the past. However, this is a rare misplaced sales and how well by far the best football game for the Nintendo 64, an extremely long shelf life is assured. One that may even be picked up after Madden 2001 comes out.

CONCLUSION

What's to say? The best football game available on the N64. The running game adds a new dimension to the product and only the horrible navigational interface and lack of a fantasy draft stop this from being a 10. But all frustration aside, the gameplay is the thing and playing a football game mixing up both passing and running is a blast. If you play sports games, particularly football, then go out and get this game. Highly recommended.

DUNCAN



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
9	9	9	8	9
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

NFL Quarterback Club 2000

"From Good To Bad
In One Season"

In 1998, Acclaim snagged one of the hottest titles ever seen in the industry when it finally acquired the one-year rights to the NFL on the NS4. No other publisher, most noticeably EA, was able to use the NFL team names and logos for their NS4 games, and NFL Quarterback Club soared. Not only a brilliant coup for those responsible, but it also gave Acclaim a leg up on attracting consumers to their title for years to come. It's taken them only two years to blow it.

GAMEPLAY

It's hard to ever find a place to start. Once the cool Brett Favre introduction has finished you can jump straight into an exhibition game between Atlanta and Denver, last year's Super Bowl combatants. There are lots of options such as weather, injuries, time of day, clock speed, celebrations, etc., and this is great or place where Acclaim excels. The likelihood of penalties being called and player substitutions can also be entered. So, this all looks good, until the first game screen comes up and contains a confusing play calling overlay for the kickoff.

This only gets worse once into the regular plays, where the play calling windows are far too small and there is no color coding of the receiver routes. This makes it virtually impossible to decipher what receivers are running what routes. Then, the biggest problem is that the camera makes the passing game next to impossible.

From the snap, the camera (dubbed GBC Action Cam), pulls so far back it's next to impossible to figure out where the receivers are running. NFL Quarterback 2000 contains 16

NFL
QUARTERBACK
CLUB
2000

PRESS START



Acclaim
SPORTS

different camera positions including a pretty custom one that can be used by the user. However, the problem remains that a smart camera is needed that pulls back enough to allow the field to be seen, but not so far back you can't tell what is going on. As it stands, the passing game is next to unplayable.

Adding insult to injury, the player animations are very slow and appear to be missing frames. The players jump from spot to spot rather than moving in a fluid motion, so what you're left with is a very jerky-jerky looking screen — who's got the Dramamine? Yet all is not lost. The running game shows some potential and the control of the defense, especially linebackers coming on a blitz, is very enjoyable. This is one of the few games where a delayed blitz actually has a chance of being successful. The information screens are very complete and the update on the injured players is a nice touch. A rather bizarre yet of circumstances in one exhibition game played had Atlanta's Anderson and Chandler and Denver's Davis all go down with knee injuries. Talk about simulating real life, where all 3 players have been seriously injured to start the season. Another nice little piece is the "kickoff, long time meter," which showed an attention to detail not found in all sports games.

Away from the actual gameplay, NFL GBC2000 shines. The Draft capability of the game is quite powerful and a joy to use. It is possible to quickly draft the primary players that you want and then have the CPU take over the drafting of the rest of the team. Again, Madden reigns its head, if Madden



Match Display	Atlanta	Denver
Q1: 10:00	0	0
Q2: 10:00	0	0
Q3: 10:00	0	0
Q4: 10:00	0	0
Final Score	0	0
Time of Day	1:00:00	1:00:00
Weather	Sunny	Sunny
Wind	0 mph	0 mph
Temp	70°F	70°F



had this feature or NFL QB 2000 had Madden's franchise feature. If an author would be perfect. This case of use of this feature illustrates just how badly EA implemented their shell in Madden 2000.

This concept, employer facility includes all the standard features of height, weight, etc., but also an ability to add the player name to the back of the player shirt. There are lots of nice features like this sprinkled throughout the game.

GRAPHICS

Graphically, NFL QB Club 2000 roads in a number of places. Forgetting the horrible overlays, the player models are very impressive and the fine color and detail of the uniforms stands out. Unlike the rather plain football fields of Madden, GBC2K has the look of real grass. Even the use of such things as loose strips really adds something to the feel of the game. Funny how goal nets in Madden can feel existent and those strips here do not. Sometimes things work in context and sometimes they don't.

SOUND

ESPN's Mike Patrick sounds like a cross between Mary

Albert and a bad Jerry Seinfeld impersonator. And speaking of cross, let's after Randy Cross add a very little bit of the color commentator. In real life, both are quite capable, but when compared to Pat Summerall and John Madden in the video game world, they are sorely lacking.

CONCEPT

This year's version is a real step backwards for Acclaim, and that's a shame. Part of the reason for such high quality sports titles in the industry is that time and again different companies step up to challenge EA. Recently, Acclaim had filled that role but this title missed the mark. Fortunately, NFL QB Club 2000 is very strong in a number of areas and can provide a solid foundation for a rebound next year.

SHELF LIFE

A title that is a rental at best, the draft is fun to play with and building a successful team through trades and free agency is a challenge—especially with the salary cap.

is in place. This is a title that is likely to be bought by many other publishers looking for ideas to "borrow" for their own football games. If only Acclaim had added a playable game to the mix.

CONCLUSION

Comparisons with Madden 2000 are inevitable and in 50% of the issues, NFL QB Club 2000 is better than Madden. Unfortunately for Acclaim, what their game does so well is the wrong 50% (dealing with game options and shell navigation). If only we could persuade Acclaim and EA to merge the two products with Madden's gameplay and presentation with Acclaim's superior shell and options—no football fan would buy another game. As it is, NFL Quarterback Club 2000 is a great disappointment.

DUNCAN

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
4	9	4	4	4
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

Nascar 2000

"Didn't We Pass That Grandstand Earlier?"

In an era of stagnant interest in the four major sports, NASCAR has been unique in its ability to significantly increase the overall interest in auto racing. To go hand-in-hand with the real thing, NASCAR has become one of the annual releases from EA Sports. For all its vaunted and well-earned reputation, EA Sports have always had a tendency to misjudge one year and coast the next. This is true whether it is Madden, NHL Hockey or in this case NASCAR 2000. It's not that this is a bad product, far from it, it just happens to be a near carbon copy of NASCAR 99.

GAMEPLAY

Jump into a Quick Race using the randomize button to select a driver and track combination that you like. There are 19 available tracks and 39 current drivers so the combinations are many. Of course, without qualifying, you start at the back of the pack and must try and race to the front in only a few laps. Once you've hit the wall and cut a tire, quit out of the game and go and check out all the cool features and options within the game.

The Single Race and Championship options should be self-explanatory but part of the fun is in the details. Within the NASCAR Options you can set various modifiers, including the race length and damage to the car. It's better to turn the damage off until you get a handle on how to drive the car. This is where the game controller comes into play. Using the A and B buttons for brake and accelerator is uncomfortable for some, including myself. While the button configuration can't be set manually, there are 6 preset



controller configurations that address most issues. I prefer to use the Z button to accelerate and the A button to brake, and unfortunately this is accommodated in none of the setups. This is important because it allows me to "lurch" the brake going into corners rather than mash the buttons back and forth.

The overall car setup can also be messed with by adjusting the rear spoiler, tire pressure, gear ratio and wedge. Benny Parsons gets to talk about these every Sunday but all you need to know is if you mess with them you usually can go faster but your handling also goes to hell. Fortunately, there is a very nice icon showing such things as Top Speed, Handling, etc. and how changing your settings impacts the overall performance of the car.

Finally, the Physics and AI can be adjusted so that your opponents drive a lot less of their ability and drastically is greatly enhanced. All of this allows you to win a race, hear the cheer of the crowd and get ready for the real challenge of a Championship season at the proper settings.

After qualifying there is a nice little newspaper headline about who qualified first and where your driver ended up. It's a small thing, but a fan of Darrell Waltrip, (particularly liked that his "DW" moniker was used in the headline).

The biggest problem is that when Benny Parsons says, "there's great action all around the track," there isn't. The cars generally race around the track in single file fairly evenly spaced. NASCAR racing is 27 cars in a lead pack, lots





from 1.5 seconds from front to back racing 4 wide going down the back stretch. Sure, there are some tracks where you can't do that, such as the short track at Bristol, but on the super speedways of Michigan, Talladega, etc., you want to be able to race as they do in real life.

GRAPHICS

The NASCAR experience is hard to show graphically. There's only so much you can show racing around the same track, and once you've seen one grandstand that's about it. The multiple car racing views have been retained and the in-car camera as the driver is especially appealing. While sponsorship plays a huge role in NASCAR, obviously there are no beer or tobacco ads, so the cars that normally feature Miller, Budweiser, Coors, keep their primary colors but little else. Night racing at Bristol and Richmond and the Charlotte race, that turns from day to night, add a nice change of pace.

SOUND

TV announcers Bob Jenkins and Benny Parsons add commentary. Unfortunately, part of Parson's real TV style is to tell interesting anecdotes based on his driving

experience, and here he is relegated to short little gags. And, having Putny say "It's a great day for racing" during the night of Charlotte is a little weird. The appropriate engine roars and tire squealing are all present along with a sound track that doesn't get in the way.

CONCEPT

It's very much an incremental increase over last year and a limited one at that. Admittedly, it is difficult to improve over a good starting product such as NASCAR 99 but adding the Homestead track and a few of the younger drivers such as Tony Stewart, Dale Earnhardt, Jr., and Adam Petty isn't pushing the envelope. EA is very close to a complete NASCAR circuit with only Daytona, Dover Downs and New Hampshire missing.

SHELF LIFE

NASCAR 2000 is a fine product, it just so happens that so was last year's. Tony Stewart has made a major impact on the NASCAR scene this year winning his final race and

looking like a long time rival to Jeff Gordon. If you can't live without driving as or against Stewart, or maybe Earnhardt, it then this will work for you but there should have been a lot more added to the product to justify the release this year.

CONCLUSION

Your reaction to NASCAR 2000 will rest solely on whether you own the 99 edition. If you do own that version then there really is no need to buy it again this year and you should wait until 2001. However, if you have not yet purchased the 99 edition and you are a racing fan then this is very much a title you should pick up. It's fun, a challenge in the harder settings and pretty complete featuring most of the top drivers and tracks. In this case, depending on your previous purchases, it really is true that your mileage will vary.

DUNCAN



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	7	6	1	6
OVERALL SCORE				
0 1 2 3 4 5 6 7 8 9 10				



NBA Showtime: NBA on NBC

NBA
SHOWTIME
NBA on NBC

"NBA Hoops is
"Fantastic!"

One of the overlooked titles of the early N64 days is the Midway title NBA Hoops Time. With a full NBA license, this title showed the heritage of NBA Hoops as the two-on-two basketball competition went back and forth with outrageous dunks and crazy moves. However, it's barely taught of years since that title came out and in the interim Midway has had considerable success with the console NBA Showtime... NBA on NBC. Enter the N64 version.

GAMEPLAY

Gameplay remains the standard model since this type of game was introduced. It's two on two with the simple controls of pass/shoot, and steal/block on offense/defense. Crazy dunks and outrageous play-aops are the name of the game. Three baskets in a row will make the player "on fire" where his shot will fall from just about anywhere and much more importantly, goal tending (slapping a ball from going in when the ball is on the way down) is not called. Speaking of goal tending, it doesn't count as a basket scored by the opponent when figuring out if you have made 3 shots in a row to get on fire. Therefore, a legitimate strategy is to goal tend two times in a row and score three baskets yourself to get on fire. The team can also get on fire if certain criteria regarding lay-ups and double dunks are met.

It was very noticeable that the opponents dunk a lot more in this game than previous versions of the style of game from Midway. The chances of shots from extreme distances such as half court and beyond also appear to have been limited

to a notch. This certainly impacts the usual strategy of trying to score in the last 5 seconds and prevent the computer opponent getting a good look at the basket. Now any shot has the potential to fall.

Really, the heart of the product is the Create a Player feature. This feature, through a number of options, allows you to create a player with the attributes such as height, weight, block, etc. that you prefer. More importantly, as you win games using the created character, more points will become available to spend on your player's ability. Various player read and body types are provided, such as Muggsy, Shaq, Hill and Bryant and there are even a couple of woman players who can play in regular uniforms or a version of standard gym wear with bare midriffs. These aren't official WNBA players, but you can assume that at some point that option is coming to this series. Fascinating!

However, much more fun are the strange mascot and animals — the best of which is a chipmunk horse. The horse stands upright using its front hooves as hands, and it's pretty fun to play. A gray mare version is also available.

The attributes have changed a little from NBA Hoops Time with the addition of Dribble and the Shot rating split into 2 point and 3 point varieties. My favorite strategy remains to emphasize the 3 point and speed rating as I build up my own character, and then play with a strong rebounding center. Such a strategy can be successful in the home as well as





the arcade even with the cozier Al "Jawpup." Other options include the setting of a number of privileges from Stealth Turbo and Big Heads on the characters to being able to choose your own uniform and court. These courts include not only the standard NBA courts but also additional settings such as a street or an island.

GRAPHICS

The coin-op has recently set new standards and it is a most welcome surprise that the transition to the N64 has been made so well. The very nice 3D figures look very much like the real players and the height differential between players is very apparent. These players are by far the best looking and animated sports players to game to the N64. The courts are also very attractive with nice reflective court features that show the lights of the stadium. The crowd is not animated but the use of various stadium internal structures gives you a feeling of three dimensions.

SOUND

This is a classic example of how to use a license to set up the overall mood. This NBC license brings very

lets to the table other than their stirring theme but that's the point. Any basketball fan knows the significance of opening with the NBA Iron NBC. The commentator has been in numerous other NBA titles and thus, is a welcome familiarity about him and his quips such as "Nothing but Nylon."

CONCEPT

Take the NBA Jam/NBA Hang Time style of play and take advantage of the new coin-op release to revisit the same territory with improved visuals and moves. Works like a charm, too, and there is very much a sense of a brand new product when in fact at least 90% of the game play is the same. The new courts are obviously an attempt to address some of the concerns, but it is hard to improve on such a good base concept.

SHELF LIFE

Thanks to the wonderfully addicting gameplay, NBA Showtime will not collect any dust. And, as a one-player

game, the challenge of making your way through the entire roster of NBA teams could take some time. In other words, you won't be able to do it in one weekend. This game should hold most fans over through an entire NBA season—now that's saying something!

CONCLUSION

A lot of fun with games' outcome is going down to the final seconds, in most games. Kids, in particular, will like all the animal and mascot options, while defeating all the teams and succeeding at the trivia questions bring enough challenge for adults. The only issue for game players is if they already own NBA Hang Time. If not, the decision is easy as this series; however you wrap it, it remains the quintessential two-player game and provides extended value for the consumer.

DAVE WHITTLE



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	9	9	6	7
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

Supercross 2000

"Here's Mud In
Your Eyes"

"When I was a kid, I once rode a BMX bicycle over a ramp made of discarded plywood and an empty 10-gallon bucket. On my way up, the board cracked, the bucket slid, and yours truly landed right in the middle of the bicycle frame. Too bad we didn't have videogames back then — they would have saved us a lot of bruises... uh... egos. Since then, I've remained strictly a spectator. However, I admit that I like to watch supercross, not only to see how well the riders can control their machines in the dirt, but how high they can launch themselves into the air (and how far they can fly after a collision). Is this the sort of detail that can be successfully translated into a videogame? Let's find out.

GAMEPLAY

The key in supercross is to know when to accelerate and which direction to lean so that any time spent in the turns is minimal. Supercross 2000 simulates the sport to a T — it is very much a game of finesse. Unlike most racing games, it isn't about simply turning as the road winds up ahead. Instead, you are constantly fighting for traction in the dirt. Cutting a turn too wide will cause you to lose time, as will bumping into other riders (which is why it is so important to get a good start off the line). While in the air, you've already got to be turning so that you will be prepared for the upcoming corner when you land.

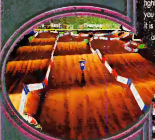
Both the analog stick and the directional pad work equally well to control the rider, with either the Z or Left button



acting as the clutch. I actually preferred the Z for tighter control on the regular races, though it is easier to perform some tricks with the analog stick. That's right — I said tricks! Along with the regular races, Supercross 2000 features a free style mode where you can perform tricks in the air. The longer you hold the trick, the more points you will be awarded. It is also possible to string tricks together so long as you have enough time to finish them before straddling into the ground.

You can choose to race as one of 24 real-life pros, such as Mike Metzger, Doug Henry, Mike LaRocca, Michael Pichard, and Jeff Emie. If these names mean anything to you, you probably already bought the game before reading this review. You can, of course, also create your own rider. Motorcycles can be customized between 250 and 400 cc; slick or rough traction, acceleration or top speed gearing, and soft or stiff shocks. These adjustments really are noticeable, so it is worth spending the time to figure out which settings are more to your liking.

There are five different viewpoints, including a stomach-churning first-person over-the-shoulder's camera. Difficulty levels include beginner, rookie, pro, and custom, and the differences between them include such things as top speed, collision frequency, and the use of invisible barriers to keep you from landing off the course. You have the option of running a single race or freestyle event, or participating in a season of 14 races. The events take place in many "real-life" locales.





such as the Pontiac Silverdome, Louisiana Superdome, Petrodome, Georgia Dome, and the Kingdome.

GRAPHICS

The bicycles and riders look fine, although perhaps a bit on the angular side. The various stadiums are nicely rendered, although for some reason they just don't seem to have the same "character" as they do in EA's Madden games — likely because there are no team names and logos painted in the dirt! Although the course layouts differ, and some stadiums are open instead of domed, they all start to look the same after a short time. The rider and motorcycle animation is nicely done during jumps and tricks, and the bicycles kick up dirt (although the track never gets chewed up). The game uses the expansion pack to provide for high-resolution graphics, but they didn't look much different to me.

SOUND

Don't get excited when you hear the alternative rock during the option screens! There is no such soundtrack during the regular game, save for the whine of the

engine. Race commentary is provided by Art Coleman, but it is often slightly out of sync with the action. There are a slight pause before and after the names of the riders, for example, but at least the announcer lets you know what is happening behind you — important to know, since you don't have a rear-view mirror or position indicator. By the time you hear another rider's engine coming up from behind, it will usually be too late to keep him from passing.

CONCEPT

Hey, it's supercross! If you wanted futuristic hovercraft racing or a game with weapons, this isn't it. For better or worse, the game is an accurate simulation of the sport. If you aren't already interested, there really isn't anything here that will likely change your opinion.

SHELF LIFE

The replay value of Supercross 2000 is about average. The free style mode adds some interest once you have

finished going through seasons on the different difficulty settings. There is a two-player split-screen race option which is pretty fun, but the trade-off is that all CPU opponents are dropped.

CONCLUSION

As we have come to expect from EA's sports videogames, Supercross 2000 is a fine title with many options. The free-style and two-player race make the game definitely a recommended rental. However, it will probably appeal mostly to hard-core supercross fans. That's because, as with the real-life event, you'll spend your time fighting to control your bike around the corners. Casual motorcycle racing fans or gamers who just enjoy racing games will probably get frustrated with the control and will definitely become bored with the similar look of all the tracks.

MARK

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	7	6	6	7
OVERALL SCORE				
0 1 2 3 4 5 6 7 8 9 10				



Space Invaders

"Is There No End
To This Madness?"

How do I feel knowing that many of the arcade games I played as a kid are now two decades old? The same way you'll feel when *Mortal Kombat 20th Anniversary* is released! You won't believe that it's been that long since you first played the original coin-up, you can't believe that the game is still around, and you hope that the remake won't taint the fond memories you have. Such was my mindset when I inserted *Space Invaders* into my N64 and started firing away.

GAMEPLAY

As with most classic arcade games, the gameplay is simple. You've got a laser cannon which can move horizontally. You've got a group of alien invaders lined up in rows advancing towards the bottom of the screen. You've got to use that aforementioned laser cannon to stop those aforementioned alien invaders from landing. How simple can you get?

While the underlying premise is the same, new features have been added. For starters, the aliens no longer differ in just their appearance. They now read differently when hit, and fire different types of projectiles. The mothership, which passes overhead, used to be worth just a few extra points — if you could hit it. Now, it's a vitally important target, as it will provide you with shields and energy. After every five "waves" of aliens, there will be a brief round of just motherships. After every ten "waves," you will encounter a level boss. That's right, a level boss. Each has a different pattern of movement

SPACE INVADERS™

THE ACTIVISION, INC. EDITION OF SPACE INVADERS IS A REINTERPRETING OF THE ORIGINAL SPACE INVADERS. THE ACTIVISION, INC. EDITION OF SPACE INVADERS IS A REINTERPRETING OF THE ORIGINAL SPACE INVADERS. THE ACTIVISION, INC. EDITION OF SPACE INVADERS IS A REINTERPRETING OF THE ORIGINAL SPACE INVADERS.

LICENSED BY NINTENDO

and a different weapon, but all are deadly!

One new twist on the classic "dodge and shoot" gameplay is the addition of special weapons. You can obtain one by shooting four like-colored aliens in a row. This is not as easy as it sounds, however, as the aliens are no longer lined up in the same simple pattern every time and the color of alien you are shooting for may be obstructed by other aliens. If you manage to shoot four of the same color, you'll receive a weapon which will destroy the aliens in a vertical row, a horizontal row, or even diagonally. There are also special laser cannons, booming-type weapons, and even swarm missiles. These special weapons can only be used once, but the enemies you eliminate will count towards your quota for the next special weapon.

As you only need to use two buttons — A and B — control of the cannon can easily be handled by either the analog stick or the cross pad. I found that the stick worked fine in the regular game, but against the level bosses I preferred the pad because I needed to stop on a dime to avoid their attacks.

If you can make it through all the levels, you will be rewarded with a version of the original black and white arcade game. There is also a two-player game where both players blast aliens at once.

GRAPHICS

It isn't hard to improve upon the original when

VERTICAL BULLET

VERTICAL BULLET

VERTICAL BULLET



the original featured white graphics on a black background. The backgrounds now represent various planetary defense installations, and both the aliens and your cannon are rendered with polygons to give them a three-dimensional appearance. The special weapons have nice effects as well. Overall, the graphics are like the game itself—nice, but nothing spectacular.

SOUND

The original “thump thump thump” sound of the invading aliens is probably one of the best known arcade sounds. As you destroyed more and more aliens, the “thump” sound sped up until it became frantic. The new *Space Invaders* instead features a techno soundtrack which, thankfully, changes every ten levels. The tunes vary slightly when you eliminate almost all the aliens to simulate the pace of the original, but it is not nearly as effective.

CONCEPT

At the time that *Space Invaders* hit the arcade, the concept of a shooting gallery—which shoots back at you was unique. Today, of course, the shooter is

one of the most elementary of video game genres. The designers have kept the concept of the original intact, adding only a few new elements such as power-ups and level bosses. However, those are concepts which have also been around for a long time. In short, there is nothing groundbreaking about the game...but were you really expecting it to be novel?

SHELF LIFE

Unfortunately, as much as I enjoy retrogaming, I admit that classic games don't offer much replay value. In those days, games just got faster and faster until it was humaraly impossible to keep up. Nowadays, we have become accustomed to intricate storylines, ending cinemas, and games that last weeks if not months. *Space Invaders* is still very much a classic-style game. Once you have beaten all the levels, the only incentive to play it again is the chance to improve your score. The two-player game just isn't that interesting. I just don't see many of you coming back to the game very often. It is a good

choice when you want a quick, mindless shoot-'em-up, but it won't keep you enthralled for very long.

CONCLUSION

As with *Asteroids*, I have mixed feelings about *Space Invaders*. On the one hand, I'm glad to see that the designers captured the spirit of the original and added features which enhance the gameplay instead of radically altering it. On the other hand, these remakes expose the weaknesses of the originals—namely, that shooting games get boring after awhile. *Space Invaders* is a fun game, and I think most everyone will enjoy it. However, I don't think that it will hold your interest for a long time and, as such, may not offer as much bang for the buck as you have come to expect from \$49-\$59 Nintendo cartridges.

MARK



THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	8	7	7	6
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			

WCW: Mayhem

"Is Mayhem a Contender?"

Thousands of people have logged countless hours playing WCW/NWO WorldTour and Revenge. So, many gamers were concerned when THQ built the WCW license to Electronic Arts port it to the 1999 EA-wiretold Kotikish, a developer new to wrestling titles to create EA's first WCW title, Mayhem, together they set out to create a wrestling title that focused not only on the in-ring action, but the entire atmosphere of a wrestling event. In many ways they succeeded, as Mayhem takes a lot of the good features of Revenge and adds to them. But, is it truly the heir apparent?

GAMEPLAY

Mayhem allows you to wrestle with many of WCW's best and worst in 15 different arenas. Using a gameplay engine that is very similar to WCW/NWO Revenge, through a combination of button and joystick presses you are able to use strong and weak attacks as well as grapple, execute and counter moves. Punches, kicks and wrestling moves are all animated smoothly and quickly with no lag between button press and execution. Successfully stringing together attacks boosts your momentum meter. Once this meter is full, you are able to execute your wrestler's trademark finishing move. In a new twist, take your fight up the entrance way in any of the arenas and you'll find yourself fighting bootlegs in one of 15 different arenas including a ticker area, medical area and parking lot.

Mayhem offers three main modes of wrestling. Quick Start allows you to jump right into the action. Main Event is your standard versus mode and includes various types of matches including



single 2-on-1 and Triangle. Once you've chosen a match type you can choose your rules — including Normal, No DQ, Weapons Match or Roberts Rules. Finally, Quest for the Best is Mayhem's career mode. Here, you run through a series of matches to gain skill then defend it, various WCW belts, culminating in winning and successfully defending the WCW Heavyweight Belt. Be careful though, gain too much of an advantage against an opponent and you will often find yourself suddenly wrestling a handicap match as an ally will run in to aid your opponent. While various titles have featured a Create A Pay-Per-View mode, Mayhem goes a slightly different route. Pay-Per-View Password Mode allows you to recreate actual WCW televised matches. During WCW events find a code, that when entered, allows you to recreate 4 matches from the event.

Create-A-Wrestler, which has become a staple of wrestling titles, returns in Mayhem. Shaggingly enough it's one step forward and two steps backward. You can choose your character's name and a preset nickname (which the announcer will use during play by play), you can also select the location your wrestler is a member of (which may do nothing), as well as your wrestler's style, personality and intro music. You also have a good selection of body pieces to mix and match in creating your own wrestler. Also, you can divide points across your wrestler to define strengths and weaknesses. Like WWF, however, when it comes time to choose your wrestler's moves, you are limited in that you

have to assign the entire arsenal of a WCW wrestler. It is unfortunate as Warzone's sequel, WWF,





Attitude, demonstrates that a fairly customizable mode is the way to go.

If there is a problem with Mayhem that might cause you to think twice about its purchase, it would be collision detection. Way too often, you will find your wrestler missing punches, kicks and grapples attempts that look like they should be connecting.

GRAPHICS

Mayhem is a beautiful title — it features incredibly accurate wrestler modeling that is equal to and even superior to those found in WWF: Attitude. All of your favorite wrestling are accurately represented, right down to their shoe size. The entrances, however, are rather bland and have a very generic quality, but the actual acts (judges Monday Night) are accurately portrayed. Over 900 moves were motion captured by various wrestlers for Mayhem and I have, thankfully, there is little to no slowdown or graphical glitches to speak of.

SOUND

A bright spot in Mayhem is its play-by-play commentary. WCW announcers Tony Schiavone recapped the in-game commentary. During matches, Schiavone will repeat your

wrestler, and some of the wrestling moves that are being executed. If you start to hurt too often, or execute it a soft move too many times, Schiavone will comment on this. An incredible step up from other titles, including WWF: Attitude, which features very generic commentary. The crowd also comes into play as well — they will chant and boo for their favorite heroes and villains. Compared to the PlayStation version, things are slightly less cheery. Commentary tends to occasionally be repetitive and the voice of Bobby Heenan, another WCW announcer, is missing from the Nintendo version. It also seems that not every wrestler has his own theme music. Though it's easy to pass these off as content limitations, other titles have managed to include a large number of wrestlers and their theme music.

CONCEPT

WCW: Mayhem still does a great job of capturing the atmosphere of wrestling. There is lots of wrestling action in and out of the ring, excellent commentary and a good amount of options to recreate many of your favorite types of matches.

It could use a few more wrestling options, but it's built upon a solid game engine.

SHELF LIFE

In an effort to give Mayhem more replayability, unlocking additional wrestlers requires you to complete the career mode at different difficulties (with different wrestlers). The Create-A-Wrestler mode, too, though limited in some ways, has enough options to keep gameplay fresh. The Career mode, however, could be longer.

CONCLUSION

WCW: Mayhem is a decent first effort from EA & Kodak. While not having all of the features and options of some its competitors, WCW: Mayhem still manages to deliver some decent fun — if you can get past the collision detection problems.

DARIEN



THE 64 SCORE					
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE	
7	9	9	7	7	
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10				



Vigilante 8: 2nd Offense

"Bigger, Badder,
Better!"

Early last year, a little-known company called Luxlux entered the car-combat genre with a game called Vigilante 8. Few thought it could subvert against Singulatrix's Twisted Metal series, but V8 ended up raising the bar for PlayStation vehicle combat and this N64 version that follows is still one of the best-looking and fastest games to be released for this system to date.

If there is one sure thing in life, it's the fact that a successful videogame will spawn a sequel as the developers seek to create a long-running franchise which they can rely upon each year. The difficulty is in making this sequel similar enough to appeal to fans of the original and yet different enough to attract new players. Did Luxlux succeed? Keep reading!

GAMEPLAY

V8:20 puts you behind the wheel of a number of 1970's era muscle cars and assorted vehicles such as a garbage truck and a prison bus (fortuitously named "School Prison," what's the difference?). Each car handles differently, of course, and has its own unique special weapon. You can do battle in one of 8 different locations, ranging from a snowy Olympic village to a sunny harbor, to a bewitching meteor crater in the desert. The designers have gone beyond the strictly southwestern original locales, taking us to Alaska, Louisiana, Florida, Pennsylvania, and Minnesota.

What's new with the sequel? First, when you destroy an opponent's vehicle, you can acquire "salvage" points to upgrade your own car. As your car is upgraded, not only



PRESS START

Developed by: Luxlux Entertainment, Inc. Published by: Sony Computer Entertainment Inc.
© 1998 Sony Computer Entertainment Inc. Licensed by Sony Computer Entertainment Inc.
All rights reserved. No part of this publication may be reproduced without written permission from Sony Computer Entertainment Inc.

does its performance change but its appearance changes, until you are ultimately driving a "hot rod" version of the original. Special propulsion mechanisms have been added which allow you to hover, ski, or float on the different surfaces. In addition, the location of level objectives in the Quest mode are now shown on your radar. Slightly less important is the ability to peel out and the option to customize the color of your vehicle.

There haven't been any changes made to the underlying concept. You still need to collect weapons and repair items, and the levels are still filled with interactive elements such as teleporting tunnels, gondolas you can ride, a bobbed run, and so on. And, just as before, nearly every structure in the game can be destroyed! Even the fighting game style "special moves" are still intact, allowing you to make your weapons more powerful.

Any gripe? The vehicles still get airborne a lot more often than I would like. While some hits ought to cause your car to bounce out of control, the amount of hang time you get is ridiculous! I'd prefer the vehicles to be a little more "grounded." Finally, against the CPU anyway, it still seems that you will rarely get any good head-on battles. Opponents have a tendency to try and circle around behind you, so most of the time you will find yourself backing each other like a cat after its own tail.

GRAPHICS

Some critics disliked V8's method of dropping the





textures from surfaces which are further away from the player, allowing for more details on the nearby landscape and structures. Frankly, it looked great! Sure, there's some background "fog" as with most N64 games, but the detail is just amazing! There are lens flares, reflection mapping, and other special effects. Damaged vehicles also show the effect of combat, with windows cracking and parts coming loose. As with the original, V8 20 looks excellent even without using the expansion pack.

SOUND

Maybe it's because I still have several Kool & The Gang albums in my collection, but I loved the soundtrack. The 11 different tunes are slightly more varied than before, featuring latin and Country track, in addition to the disco grooves with their thumping base, keyboards, horns, and electric guitars. Repetitive? Perhaps, but the music in V8 20 is far superior to the average N64 game soundtrack. And the character voices accompanying their special weapons add to the atmosphere.

CONCEPT

TwoXus didn't invent the vehicle combat genre, but they took it to a higher level with better interaction between players and the surroundings. The only reason V8 20 gets an average score in this category is because the game really hasn't changed much from last year, (that doesn't mean it isn't fun to play, only that there is nothing really innovative about it). I do find it odd that, despite the fact that it has been a year since the first game appeared, not a single company has attempted to follow in V8's footsteps. A little competition doesn't hurt but, even without it, you can be sure that V8 20 is one of the best of its kind.

SHELF LIFE

There are enough options to keep players happy for a reasonable time. There are 9 characters to choose from when you begin the game. After you have successfully completed your Quest Mode objectives in each of the 8 levels, a new character will be unlocked for a total of 18. Aside from the solo player Arcade, Quest, and Survival

modes, there is a two-player game (with a Versus, Cooperative, or Quest mode) as well as a multi-player game (Brawl, Team, or Smear).

CONCLUSION

Once again, TwoXus has given N64 owner's a real input. V8 20 is a fast-paced arcade-style game that combines 1970's muscle cars and machinery with disco music and heavy artillery. This perfect all-American game! But is it better than the original? Personally, I think it's a toss up. One the one hand, the ability to upgrade your vehicles, with salvaged parts is cool and some of the new characters are creative. On the other hand, the levels just weren't as interesting to me this time around. However, everything I liked about the original has ramped into it. I therefore still recommend it as one of my favorites.

DAVE WHITTLE

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
9	9	8	7	8
OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10			



INFOGAMES

TEST DRIVE 6



Ah, one of the best racing games on the PlayStation comes to the small screen. Test Drive 6 brings an amazing 24 different tracks and 11 real-life licensed sports cars. The different gameplay modes include Tournament, Cop Chase, and Single Race. The cars can be upgraded with money won from the tournaments!



THQ'S

WWF WRESTLEMANIA 2000



WWF Wrestlemania 2000 for the GBC has many of the same game modes and Superstar moves that the Nintendo 64 version has. There's Championship, Vs., Tag Team, Survivor, and Gauntlet. Wrestlemania has 15 different WWF superstars, including Stone Cold, Mankind, Kane, Triple H, and The Rock. And, each wrestler has their own unique finishing move!



INFOGAMES

WORMS: ARMAGEDDON



Worms is a turn-based game where teams battle on randomly generated landscapes that are as clever as they are bizarre. The dozens of various weapons at your disposal are all unique and, because of the random nature of the battle fields, no two games of Worms: Armageddon will ever be the same.



FOX INTERACTIVE'S

CROC



Croc, the green hero of PlayStation fame, is ready to conquer the GBC. The game comes packed with four huge worlds containing 35 levels and secret areas and sub-game challenges in every level. Snowboard your way through slippery ice slopes, hitch a ride on cable cars, race on magic carpets, and swim through shark-infested waters. Croc also includes three different gameplay modes!



3DO'S

BATTLETANX



BattleTanx is a combat action game set in the post-apocalyptic future, where renegade armies wage war against each other in battle tanx assault vehicles. Battles take place in five cities (Washington, San Francisco, New York, Los Angeles and Las Vegas). Players can destroy buildings, streetlights, and there are 3 different tanks to choose from, to go along with 8 power-ups.





3DO'S

VEGAS GAMES

Who doesn't like casino games? Right — everybody does! And, thanks to 3DO, you can enjoy 19 different games, including Blackjack, Slots (including Progressive), Video Poker, Baccarat, Craps, Keno, Video Keno, Money Wheel and Roulette. Vegas games has cool graphics, a fun sound track, and true-to-life gambling tables — sweet!



INFOGRAVES' ANTZ

Antz is a platform/adventure game that is based on the animated hit film of the same name. Game players take on the role of Z, who is just one worker ant among millions in his ant colony. Antz features nineteen levels and plenty of hazards, including gum-soled shoes, acidic termites, out of control water droplets, and a sun-filled magnifying glass.



3DO'S

ARMY MEN

Command Sarge and his troops in 25 different battles against the Tan Army. Covering multiple terrains, you must sneak behind enemy lines, secure enemy war plans, and eliminate the enemy (enemies everywhere). Pick up a variety of powerful weapons (bazaarks, grenades, flamethrowers) and drive high-powered military vehicles to complete your mission objectives.



ELECTRONIC ARTS'

WCW MAYHEM

Similar to its console system counterparts, WCW Mayhem offers an array of backstage areas including a back alley and locker room, in addition to the main event arena. Players will be able to choose from 12 WCW wrestlers such as Goldberg, Hollywood Hagan, Sting, "Macha Man" Randy Savage, Ric "I'm Only 83" Flair, and others.



INFOGRAVES'

MISSION IMPOSSIBLE

Based on the popular movie, Mission Impossible the GBC game offers 10 levels of tension-filled action. There are gadgets-galore, like wire cutters, ropes, explosives, and scuba gear. Being the spy that he is, Ethan Hunt can transmit and receive secret database files from other agents with infrared capability, and then stare that info on his mini-computer.



MARIO GOLF

TALUNTS: Press any of the yellow C buttons during an opponent's turn to say one of four different lines.

COMPLIMENTS: Press any direction on the cross pad during an opponent's turn to say one of four lines.

GOLF LEFT-HANDED: At the Character Select screen, hold the Left button when choosing a golfer.

ALTERNATE COSTUMES: At the Character Select screen, hold any of the yellow C buttons to select one of four different costumes for your golfer.

CODE ENTRY SCREEN:

Highlight the Clubhouse option on the Main Menu and press Z, the Right button, and A simultaneously. When the Code Entry screen appears, enter the following:

NP MARIO CUP KPXWN9N3
FIRST CAMP HYRULE CUP 0EQ561G2
SECOND CAMP HYRULE CUP 5VW689O6



MONSTER TRUCK MADNESS 64

LEVEL CODES (ENTER AT THE CODES MENU):

RUINS GKGH(Up C)G*(Left C)
JUNK YARD JGJKLP*
THE HEIGHTS MSMN(Right C)W7GW
VOODOO ISLAND
PKPQRP(Up C)T793
GREENHILL PASS
SKST*SDW(Up C)C61R
WASTELAND
VOVWVGZDF9463R



AZTEC VALLEY
YGY209YJ2G(Left C)C796462
ALPINE CHALLENGE
101231M5JLF(Up C)C979S0D
DEATH TRAP
4Q4564PB8M(Right C)(Left C)DFC(Up C)C932KC

CHEATS (ENTER AT NAME ENTRY SCREEN):
FULL-TIME MISSILES Y_WNT_T
ALTERNATE TEXTURES JWPNG
LOW-RIDER TRUCKS YRDR



HOT WHEELS

ENTER THE CODES ONE AT A TIME AT THE MAIN MENU WITH OPTIONS HIGHLIGHTED

WIRE-FRAME MODE: Up C, Z, Down C, Left C, Up C, Z, Down C, Left C
NIGHT MODE: Up C, Up C, Down C, Down C, Left C, Right C, Left C, Right C
MIRRORED TRACKS: Z, Right Button, Z, Z, Right Button, Z, Z, Z
UNLIMITED TURBOS: Right C, Z, Up C, Down C, Right Button, Left C, Z Right C
TOWJAM CAR: Up C, Down C, Z, Right Button, Left C, Right C, Up C, Down C
STEALTH MODE: Left C, Z, Z, Up C, Left C, Right Button, Down C, Up C

DUKE NUKEM: ZERO HOUR

IF YOUR LIFE IS RUNNING OUT, FIND A WATER SOURCE SUCH AS A BROKEN FIRE HYDRANT (SHOOT IT) OR A TOILET OR URINAL AND PRESS THE B BUTTON TO REGAIN HEALTH.

BIG HEAD MODE Rescue all babes in level 2, "Liberty Or Death"
BIG GUN MODE Kill all opponents in level 3, "Nuclear Winter"
ICE SKIN Rescue all babes in level 5, "Fallout"
WEATHER Obtain all secrets in level 6, "Under Siege"

CODES FOR CHEATERS

HIGH SPEED ZOMBIES Rescue all babes in level 8, "Dry Town"
MAX BLASTER AMMO Kill all opponents in level 9, "Jailbreak"
MAX SHOTGUN AMMO Rescue all babes in level 10, "Up Ship Creek"
MAX RIFLE AMMO Rescue all babes in level 11, "Ft. Roswell"
MAX REVOLVER AMMO Kill all opponents in level 12, "Probing The Depths"
MAX S/O SHOTGUN AMMO Kill all opponents in level 13, "Whitechapel Killings"
MAX SMG AMMO Obtain all secrets in level 15, "Down Of The Duke"
MAX GATLING GUN AMMO Kill all opponents in level 16, "Hydrogen Bomb"
MAX VOLT C. AMMO Obtain all secrets in level 17, "The Rack"
MAX SNIPER AMMO Rescue all babes in the "Going Down" secret level
MAX FREEZER AMMO Kill all opponents in level 20, "The Brothers Nukem"
MAX GAMMA AMMO Rescue all babes in level 21, "Alien Mothership"

ARMY MEN: SARGE'S HEROES



ENTER THE FOLLOWING AS
 PASSWORDS:
 NSRLS ALL WEAPONS
 MMLVSRM MAXIMUM AMMO
 THDTST TEST INFORMATION
 DRVLVSMM MINI-MODE
 TNSLDRS PLAY AS TIN SOLDIER
 GRNGRLRX PLAY AS VIKKI
 PLSTRLVSG PLAY AS PLASTO

WCW MAYHEM

ENTER CODES AT THE PAY PER VIEW PASSWORD SCREEN:
 CBCKRMS UNLOCKS ALL BACKSTAGE AREAS
 PLYDNNGS UNLOCKS ALL WRESTLERS
 DPLNGNGS PLAY AS SAME WRESTLER IN VERSUS
 MODE
 MKSPRCWS CREATE WRESTLERS WITH FULL ATTRIBUTES
 CHT4DBST IN QUEST FOR BEST MODE, PRESS RIGHT
 TO MOVE UP IN THE RANKINGS

MADDEN NFL 2000

20-YD FIRST DOWNS
 FIRSTIS20
 100-YD PASSES PIGSKINSFLY
 MORE INJURIES PAINFUL
 MORE INTERCEPTIONS
 PICKEDOFF
 FEWER SACKS
 QBINTHECLUB
 FEWER PENALTIES
 REIRSBUND
 WEIRD SCORING RULES
 DRBENWAY
 DODGE CITY STADIUM
 WILDWEST
 EA SPORTS STADIUM
 ITSINTHEGAME
 TIBURON STADIUM
 WEPUTITHERE
 ALL-MADDEN TEAM
 TEAMMADDEN
 EA SPORTS TEAM
 WEARETHEGAME
 INDUSTRIALS TEAM
 INTHEFUTURE
 MARSHALLS TEAM
 COWBOYS



NFL BLITZ 2000

AT THE "ENTER NAME FOR RECORD KEEPING"
 OPTION, ENTER THE FOLLOWING NAMES AND PIN
 NUMBERS:

BRAIN BRAIN 1111
 SKULL SKULL 1111
 DAN FORDEN FORDEN 1111
 MARK TURMEL TURMEL 0322

CHEAT CODES:

NOTE: USE TURBO, JUMP, AND PASS RESPECTIVELY TO CHANGE
 THE ICONS BELOW THE HELMETS AT THE VERSUS SCREEN. PRESS
 EACH BUTTON THE NUMBER OF TIMES INDICATED BELOW, THEN
 PRESS THE PAD OR STICK IN THE DIRECTION INDICATED. A SOUND
 WILL LET YOU KNOW THAT THE CODE HAS BEEN ACTIVATED.

INFINITE TURBOS: 5-1-4 Up
 FAST TURBO RUNNING: 0-3-2 Left
 POWER-UP OFFENSE: 3-1-2 Up

POWER-UP DEFENSE: 4-2-1 Up
 POWER-UP TEAMMATES: 2-3-3 Up
 POWER-UP BLOCKERS: 3-1-2 Left
 SUPER BUTZING: 0-4-5 Up
 SUPER FIELD GOALS: 1-2-3 Left
 NO INTERCEPTIONS: 3-4-4 Up
 NO RANDOM FUMBLES: 4-2-3 Down
 NO FIRST DOWNS: 2-1-0 Up
 NO PUNTING: 1-5-1 Up
 ALWAYS STEPPING OUT-OF-BOUNDS: 2-1-1 Left
 FAST PASSES: 2-5-0 Left
 TURN OFF STADIUM: 5-0-0 Left
 LATE HITS: 0-1-0 Up
 SHOW FIELD GOAL %: 0-0-1 Down
 SHOW PUNT HANG METER: 0-0-1 Right
 USE TEAM PLAYS: 1-0-0 Up
 HIDE RECEIVER NAME: 1-0-2 Right
 INVISIBLE: 4-3-3 Up
 BIG FOOTBALL: 0-5-0 Right
 BIG HEAD: 2-0-0 Right
 HUGE HEAD: 0-4-0 Up
 NO HEAD: 3-2-1 Left
 HEADLESS TEAM: 1-2-3 Right
 TEAM TINY PLAYERS: 3-1-0 Right
 TEAM BIG HEADS: 2-0-3 Right
 NO PLAY SELECTION: 1-1-5 Left
 (teams must agree)
 SHOW MORE FIELD: 0-2-1 Right
 (teams must agree)
 NO CPU ASSISTANCE: 0-2-1 Down
 (teams must agree)
 POWER-UP SPEED: 4-0-4 Left
 (teams must agree)
 HYPER BUTZ: 5-5-5 Up
 (teams must agree)
 SMART CPU OPPONENT: 3-1-4 Down
 TOURNAMENT MODE (2P GAME): 1-1-1 Down
 ALWAYS QUARTERBACK: 2-2-2 Left
 (requires two human teammates)
 ALWAYS RECEIVER: 2-2-2 right
 (requires two human teammates)
 OLD DAY STADIUM: 5-0-1 Up
 DAY STADIUM: 5-0-1 Down
 CITY STADIUM: 5-0-1 Left
 OLD NIGHT STADIUM: 5-0-2 Up
 NIGHT STADIUM: 5-0-2 Down
 FUTURE STADIUM: 5-0-2 Left
 OLD SNOW STADIUM: 5-0-3 Up
 SNOW STADIUM: 5-0-3 Down
 ROMAN STADIUM: 5-0-3 Left
 GRASS FIELD: 3-0-0 Up

ASPHALT FIELD: 3-0-1 Up
 DIRT FIELD: 3-0-2 Up
 ASTROTURF FIELD: 3-0-3 Up
 SNOW FIELD: 3-0-4 Up
 FOG ON: 0-3-0 Down
 THICK FOG: 0-4-1 Down
 CLEAR WEATHER: 2-1-1 Left
 SNOWY WEATHER: 5-2-5 Down
 RAINY WEATHER: 5-5-5 Right
 NIGHT GAME: 0-2-2 Right

BATTLE TANX GLOBAL ASSAULT

LEVEL SELECT BODY'S
 INVINCIBILITY HPPYHPY
 ALL WEAPONS RCKTSRDGLR
 BRANDON GANG
 NINKNHCKS
 CAMPAIGN MODE BONUS
 LEVEL WRDRB



LEGO RACERS

ROCKET CAR Create a new driver in build mode and enter "FLYSKYHGH" as a name at the license screen.

NO WHEELS Create a new driver in build mode and enter "NWHLS" as a name at the license screen.

NFL QUARTERBACK CLUB 2000

ALIEN STADIUM SCLYMLDR
 RUGBY MODE RGBY
 MORE FUMBLES BTRFNGRS
 MORE INJURIES HSPFL
 BIG FOOTBALL BCHBL
 FLUBBER BALL FLBBR
 SMOKING BALL AND
 PLAYERS HSNFR



CODES FOR CHEATERS

SMALL PLAYERS SHRTGYS
THIN PLAYERS THPCK
FAT PLAYERS MRSHALLW
LANDMINES ON FIELD PPCRNTRNS
LARGE COIN AT TOSS BGMNY
SLOW-MOTION MODE FRSTGMP

NBA SHOWTIME: NBA ON NBC

PLAY AS A TEAM MASCOT — ENTER ONE OF THE FOLLOWING NAMES AND PIN NUMBERS TO UNLOCK THE CORRESPONDING TEAM MASCOT:

RAPTORS RAPTOR 1020
SONICS SASQUA 7785
NUGGETS ROCKY 0201
HORNETS HORNET 1105



ROAD RASH 64

ALL BIKES AND TRACKS — At the main menu, press C-Up, C-Left(2), C-Right, L, R, C-Down, Z.

SCOOTERS — At the main menu, press C-Down, C-Right, C-Up, C-Left, Z(2), L, C-Left.

COP MODE — At the main menu, press Z, C-Left, C-Down, C-Left, Z, L, R, C-Down.

INSANITY LEVEL — At the thrash mode screen, press C-Up, C-Left, C-Left, C-Right, L, R, C-Down, Z.

STAGE 2 — At the main menu, press R, C-Right, Z, R, L, C-Up, C-Left, C-Up.

STAGE 3 — At the main menu, press R, C-Right(3), R, C-Left, C-Down, Z.

STAGE 4 — At the main menu, press R, C-Right, C-Down, C-Left, C-Right(2), Z, L.

STAGE 5 — At the main menu, press Z, C-Right, C-Down, C-Left, C-Right(2), Z, L.



RE-VOLT

ALL CARS AND TRACKS — At the title screen, press B, A, Z(2), B, L, A, C-Up.

V'RALLY EDITION 99

CHEAT MODE — At the "Press Start" screen, press L + R, C-Left, C-Right, L + R, Press Start, then at the mode selection screen, hold Z and tap L until "Cheat mode" appears at the bottom of the screen.



CHARLIE BLAST'S TERRITORY

LEVEL PASSWORDS

- 2 4 Clubs, 5 Hearts, 10 Clubs, Queen Clubs, Queen Clubs
- 3 4 Clubs, 5 Hearts, 10 Spades, 9 Clubs, 4 Clubs
- 4 Ace Clubs, 7 Diamonds, 6 Hearts, 6 Spades, 2 Hearts
- 5 6 Hearts, 2 Hearts, Ace Spades, 5 Hearts, 8 Hearts
- 6 9 Diamonds, 10 Diamonds, Jack Diamonds, Jack Hearts, Queen Hearts
- 7 9 Diamonds, 10 Hearts, 10 Hearts, 7 Diamonds, 5 Hearts
- 8 Ace Clubs, 7 Diamonds, 8 Diamonds, 5 Clubs, 8 Hearts
- 9 6 Diamonds, 4 Hearts, 9 Hearts, 6 Hearts, Queen Clubs
- 10 7 Diamonds, 10 Hearts, Ace Hearts, 9 Spades, 6 Hearts
- 11 7 Diamonds, 4 Spades, 9 Diamonds, 7 Hearts, Queen Hearts
- 12 6 Diamonds, 4 Diamonds, 9 Clubs, 8 Clubs, 4 Clubs
- 13 5 Spades, 9 Spades, Jack Hearts, 6 Clubs, 4 Clubs
- 14 2 Hearts, 3 Diamonds, 9 Diamonds, 3 Diamonds, 2 Clubs
- 15 4 Clubs, 5 Hearts, Queen Spades, 4 Clubs, 8 Clubs
- 16 6 Diamonds, Jack Spades, 2 Hearts, Ace Diamonds, 6 Hearts
- 17 6 Hearts, 2 Hearts, Queen Clubs, 7 Spades, 3 Hearts
- 18 6 Clubs, King Hearts, 10 Hearts, Ace Clubs, 3 Spades
- 19 2 Hearts, 3 Diamonds, 7 Hearts 6 Clubs, 10 Diamonds
- 20 6 Diamonds, Jack Clubs, 3 Hearts, 4 Clubs, 8 Hearts
- 21 Ace Clubs, Jack Spades, 3 Clubs, 7 Hearts, 9 Hearts
- 22 9 Hearts, 6 Clubs, 2 Hearts, 6 Spades, 2 Spades
- 23 2 Hearts, 3 Diamonds, 7 Clubs, Queen Diamonds, 8 Diamonds
- 24 Ace Clubs, 7 Diamonds, 6 Spades, Jack Clubs, 4 Hearts
- 25 Ace Clubs, Jack Clubs, 3 Diamonds, Jack Hearts, King Hearts



ENGAGE THE ENEMY!
Deathmatches! Co-op! King of the Hill!
And Bomb Tag Mode!



INSECT INFESTATION!
Over 30 hideously realistic,
soft-skinned insect invaders!



SEMPER PARVUS!
Mission-based Co-op play - Battle the
bugs with a comrade in arms!



EXTERMINATE!
Blaze away with weapon-loaded
armor - or from your vehicle!

ARMO

The first blast wiped out your Space Center.
In just 3 hours, the high-tech weapons
satellite will strike again...It's your job to
make sure that it doesn't.



"Explosive
N64
adventure"
Nintendo Power



4-Player Deathmatch,
along with Lethal Tag,
Cube Hunt, And Quick
Draw.



- ✦ Intense 3rd Person Action/Shooter
- ✦ Precision laser-sighting aiming mechanism
- ✦ Immense 3D Environments
- ✦ Battle heavily-armed Boss Characters and "smart" enemies
- ✦ Rumble Pak Support

TWIN BARK

COVERT OPERATIONS

NINTENDO 64



www.koeigames.com



RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from
this site, please do not support them and do let us know.

Thank you!

